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PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
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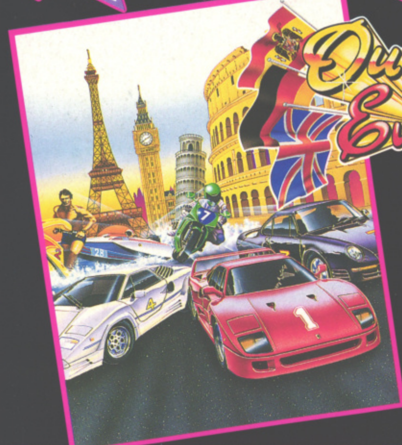

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HAPPY BIRTHDAY TO US!

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ED FIRST 7

His hair is falling out, he's lost a good couple of stone and he leaves a trail of dribble wherever he walks. That's what a tight schedule does to our man Boone, but he's recovered and is back on the ball to give CVG that caring and personal touch...

NEWS 9

So just what has been happening between now and then? We don't know, but that's because we haven't read up on the latest events in CVG News. Digest that info NOW!

FLIP ME! IT'S SUPER MARIO 3! 23

Gaming's most famous Italian dons his overalls, straightens his peak cap and ventures forth on his latest venture! Meet Mario and friends (and enemies!) in this staggering, SIX-PAGE spectacular guide to the most amazing NES game ever!

SADIE'S SCORERS 85

High-scoring hilarity is her goal - but do you match up to her heady ideals? Send in a score but make sure it's a good 'un - you wouldn't wanna mess with Sadie!

HAPPY BIRTHDAY TO CVG COMPO! 46

Yes! We're ten years old this month! And to celebrate a decade of being the UK's best computer games mag, we've teamed up with US Gold to give YOU the chance to win a stack of Sony gear!

PAUL DANIELS' THIN-ON-TOP HOTLINES! 48

Every second counts when you ring the CVG Hotline! The lovely Debbie and I will be trying to wig - whoops, win - a Sega Megadrive, Super Famicom, PC Engine and Gameboy. We like it - not a lot - but we like it!

YOB'S MAILBAG 53

Bright and breezy, short and squeezy - anyone answering this description had better watch out, 'cos YOB's back on the case and he's after YOU!

And now, without further ado, we proudly present our full supporting cast: ADVERTISING MANAGER: James Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING LOVE SHRINE: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095

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DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597 HELLO CASSIE MORRIS, GIVE 'EM HELL IN NEWCASTLE!

WE ARE 10

CVG - THE FIRST TEN YEARS 65

The last time Julian Rignall got his hair cut, CVG was just a twinkle in an EMAP director's eye. Now we're ten years old and Jaz dips into his back issues to tell the story of the first decade of your favourite games mag!

CHEAT MODE 75

The man called Rand nestles his buns into the Cheat Mode hot-seat and prepares to dazzle us all with his wit, charm, karaoke skills and, erm, tips.

BYTESIZE

AMIGA 89
ST 91

BIRTHDAY COMPO CORNER!

DRESS THE KID AND WIN A VID! 99

To celebrate the forthcoming release of US Gold's Sega Master System conversion of Leaderboard, we've decided to smarten up CVG caddy boy Paul Rand by getting you lot to dress him up - and we're giving away a spanky new VCR to the winner!

YOU'RE TERMINATED, SUCKER! 100

It's been seven years since Arnold Schwarzenegger pulled on his shades and uttered those immortal words "I'll be back." He wasn't kidding - US Gold and Virgin both have the rights to produce games based upon hit 1984 movie, The Terminator. In an incredible FIVE page special we review Gold's PC version and turn in an EXCLUSIVE Preview of Virgin's Megadrive license. Amazing!

CONCEPTUAL COMPO WINNER! 112

More prize winning pics, this time from the Crazy Console Concepts comp which we ran just a short while ago. Did you win?

PREVIEWS 125

Lorks-a-lordy! A more packed Previews section you're unlikely to see! First Samurai slashes through the opposition, whilst the Blues Brothers strut their funky stuff down on the dancefloor. Look out for these and many others in this veritable goody-bag of previews!

GO! STRAIGHT FOR THE BRAND

From this month onwards, you'll find a fab magazine dedicated solely to hand-held consoles inside CVG - and completely FREE! So if you're a Gameboy, Game Gear, Lynx or TurboExpress fan, pull out that launch copy of GO! and get reading!

NEW HANDHELD MAGAZINE!

CVG CREW

EDITOR
TIM BOONE
Tim's celebrity spotting highlight came when he met Dr Who Tom Baker at the grand old age of twelve. Overwhelmed by the occasion, our hero walked out of the shop and forgot to pay for the book the great man had just signed! Karaoke Fave: A Little Piece.

DEPUTY EDITOR
FRANK O'CONNOR
Frankie's main claim to fame must be bumping into Sean Connery on a Scottish golf course on wintery morning in August. What did the great actor say during this famous meeting of minds? "Excuse me, sonny." Karaoke Fave: I've Got A Lovely Bunch Of Coconuts.

ART EDITOR
JON BILLINGTON
Jon's main claim to fame must be shaking hands with pipe-puffing Harold Wilson after scooping runner-up prize in a road safety painting competition! "He looked like he was asleep," says Jon. Yep. Those scribbles have the same effect on us too. Karaoke Fave: I'm In Love With The Girl On The Virgin Megastore Checkout Desk.

ADDITIONAL LAYOUT
FREDA DAHL-LITMAN
Life's never been the same for our Freda after working with Haircut 100 star Nick Hayward when he drew cartoons for a jippy Jap mag! "He was really nice," she recalls. Yes, but where then hell is he now? Karaoke Fave: Shaddap You Face.

ADDITIONAL LAYOUT
YVETTE NICHOLLS
CVG'S Kiwi cracker can't remember meeting a single celeb, apart from some New Zealand notables nobody else has heard of! Believe it or not, Dame Edna's love child hasn't even met Rolf Harris - which is quite an achievement in itself! Karaoke Fave: Tie Me Kangaroo Down, Sport.

STAFF WRITER
PAUL RAND
Footy fan Randy kicked off a life star-studded social life by sharing a few jars with soccer hero Emlyn Hughes! "It were grand," says Paul. "He had no idea I was so famous and for once I could enjoy a pint in peace." Karaoke Fave: There's A Guy Works Down The Chip Shop Swears He's Elvis.

MANAGING EDITOR
JULIAN RIGNALL
Incredible though it may be, Wimbledon-born Jaz also met Dr Who Tom Baker at another book signing, this time in Stevenage! "I was so excited I almost wet myself," says our Jaz, "He even let me fish a jelly baby out of his trousers!" Karaoke Fave: Remember You're A Womble.

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
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ED-FIRST

HIIIYAAA!

Welcome to the biggest and best issue of CVG ever - the increaible Tenth Birthday Special! By now you should have already been bowled over by the sheer size of the mag and all the incredible giveaways stuffed herein.

First off, check out the incredible FREE MAGAZINE sitting proudly inside this issue! GO! is the name of this outrageously superb creation, devoted completely and utterly to hand-held video games!

And what about that super stonking Sonic hologram, eh? Doesn't it just send shivers right down to your toes? Find the right light and watch Sega's superhero doing his thing in full multi-colour 3D! Sonic's second of our four hologram giveaway bonanza. What will next month's be? Just wait and see!

If that's not enough, how about the brill US Gold swing-on we're giving away too, along with Sony Watchmans and Discmans in our incredible 10th Birthday compo. The list goes on and on!

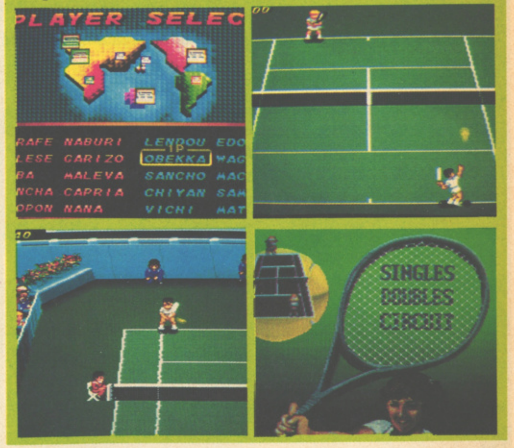
It's almost too good to be true! You must think it's all been a dream and any moment now you're going to wake up and find that all these great things aren't really happening 'cos nobody could possibly give you so much for so little and pack so much amazing stuff for £1.40. Well, it's real - so welcome to the future of games mags as CVG sets the standards yet again!

See ya next month

Byeeee!

SUPER TENNIS SHOCK!

STOP PRESS!! Just as CVG was going to press those fine folk at ACE Consoles weighed in with some serious and important news: they've discovered that Super Tennis on the Famicom (Reviewed page 7) will only work on SCART machines, crashing on PAL Famis because the machines run at different speeds! Luckily, help is at hand: ACE tell us they can convert PAL machines to run both Super Tennis and any future game with the same problem. Call them on 071 383 0480 for more info. Just for the record, those of you with SCART Famicoms should buy Super Tennis right now - the entire CVG crew reckon it's the best thing since sliced bananas!!



WINNERS ALL THE WAY!

Remember the great CVG Questionnaire we ran a few months ago? Well, there were sackfuls of free software on offer to the winners, so here they are in all their glory:
Paul Richardson, Bishop Auckland, County Durham; Michael Dahl, Cirencester; James Gaunt, London E7; Patrick O'Hallaghan, Ayrshire and Robert Causeway, Ramsgate.
Meanwhile, here are the two Super Famicom winners from the great Monster sticker compo we ran recently. Those lucky lads are: **Michael Quinn, Wareham, Dorset and Gary Thompson, Coventry.** You should all have your prizes by now, so what a surprise that was, eh?

Tim Boone

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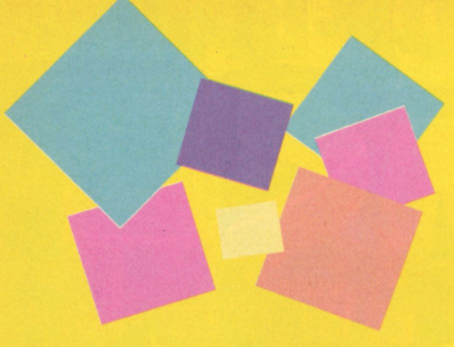


NEWS

SEGA SCHOOLS COMPO FUN

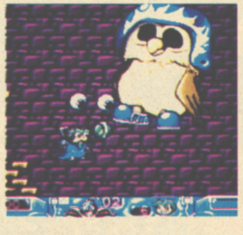
Here's a bit of a new idea. Sega are launching a competition throughout schools in the UK to find hot marketing talent among Britain's gamesplaying kids. Winners will be given a place on the Sega Advisory Board, set up to "help shape the future of one of the most exciting and fast-moving new industries in the UK."

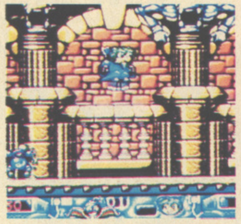
The competition, open to 14-16 year olds throughout Britain, is apparently recognised under the National Curriculum and aims to encourage understanding of marketing. More than 750 schools will take part in the compo, which ends on 31st December 1991.

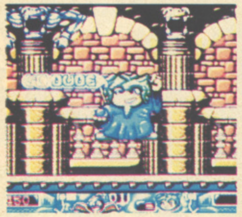
KID VID

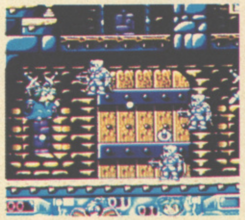
Coming soon from Gremlin is VideoKid, starring a young lad who gets sucked into his VCR and must battle with a horde of adverseries across five different worlds!

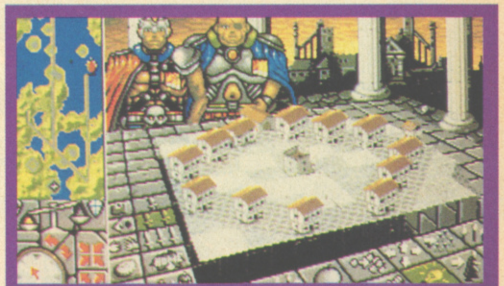
Shoot 'em up fare is the order of the day, with a vast array of weapons available to VideoKid in this 50 frames-per-second, parallax scrolling whopper. Gremlin boast they'll be able to have a maximum twenty-five sprites on screen at any one time, which no doubt means that the player will have one heck of a hard time trying to escape the perils of Videoworld when the game is released in December on Amiga and ST, at a price of £25.99. Watch this space for more info!











IMAGINE THAT!

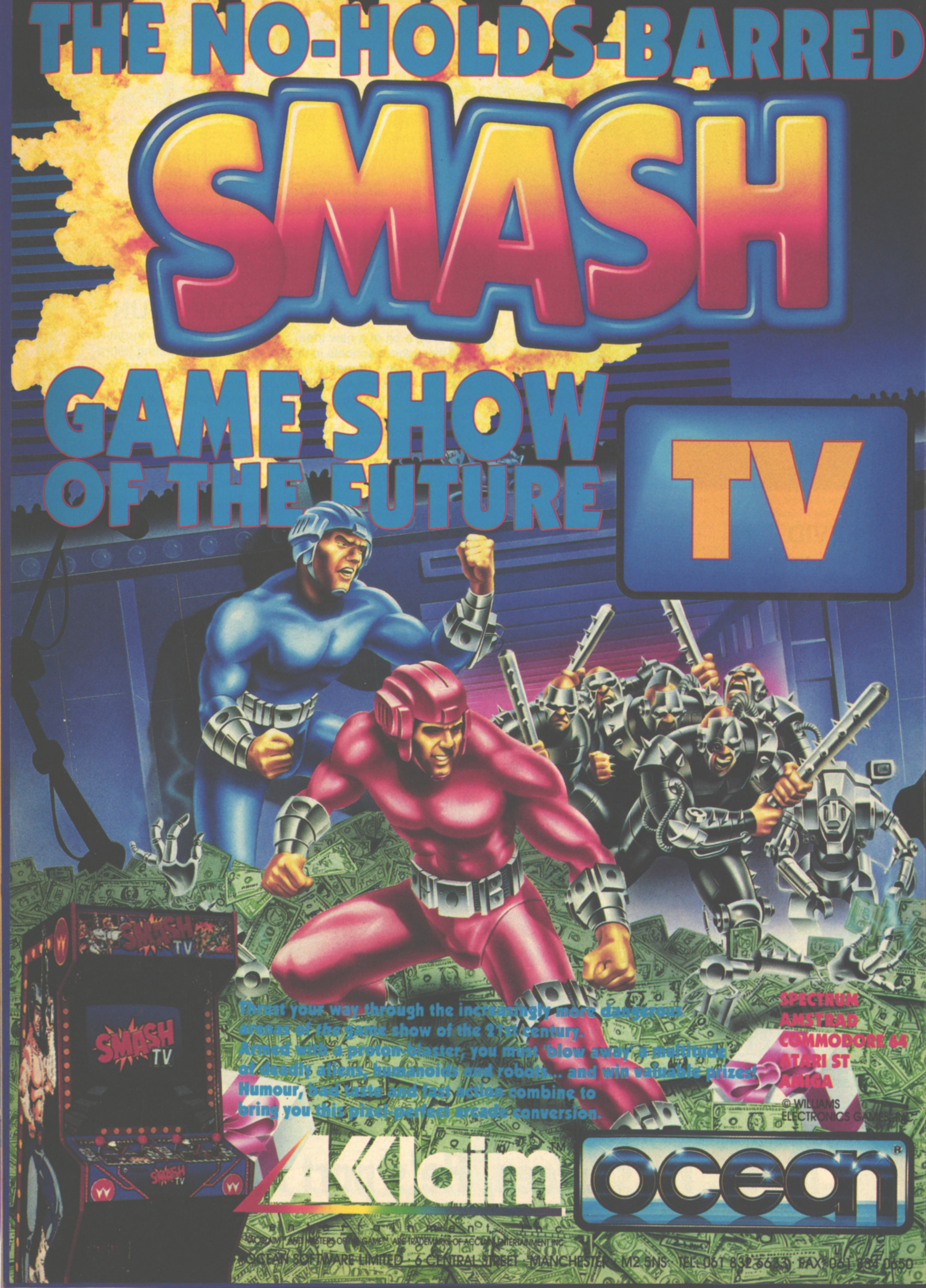
If you own a Super Famicom, you'll already know the name Imagineer. This is the company which released Sim City an Populous for your machine. What you may not know is that they're setting up camp in Europe and are about to flood the market with versions of well-known games across the whole Nintendo range!

Lined up for release are Powermonger, John Madden's Football, Sim Earth, Lemmings and Maxis' forthcoming title, Sim Ant, all on the Famicom, with more to follow including Ocean's HIT! rated F-29 Retaliator. Jeepers!

FOUL BY K. MOKKA
9. F. CAGE

Mean, He's Green, He's part Machine..

MILLENNIUM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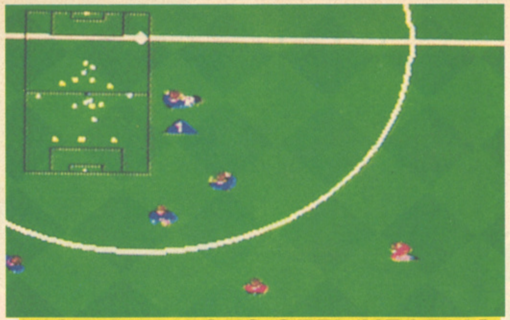
NEWS



KICK OFF KICKS OFF! (NEARLY)

Still with Imagineer, the biggest news from the Japanese company is that they're ready to release their Nintendo conversions of Kick Off! NES, Game Boy and Famicom versions (the latter being called Pro Soccer) are standing on the touchline and about to, erm, kick off!

We've seen them all and, while the 8 bit games are looking surprisingly good, the 16 bit effort gave us cause for concern. Rest assured, though, that as soon as we get a look at them, you'll be the first to know how these three attempts at the World's Best Game stand up against the incredible Amiga version!

LICENSED LYNX LAFFS

Previously known for their mail order consoles sales. Telegames are now moving into the world of console games production with the announcement of a clutch of carts for the Atari Lynx.

The classic Amidar variant Qix will be one of the first titles to appear from the first ever licensed Lynx publisher, with others to follow including Ultimate Chess Challenge (3D chess sim). RC Destruction Derby (racing game) and Krazy Ace (miniature golf fun 'n frolics). No dates or prices as yet, but keep a careful eye on these pages for further info as it comes in!

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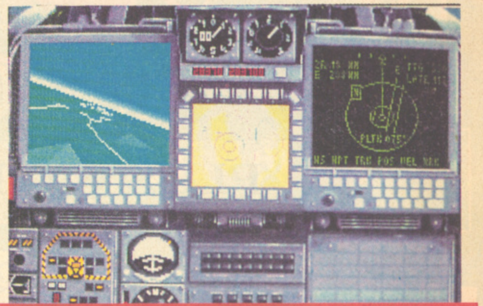
miniature golf

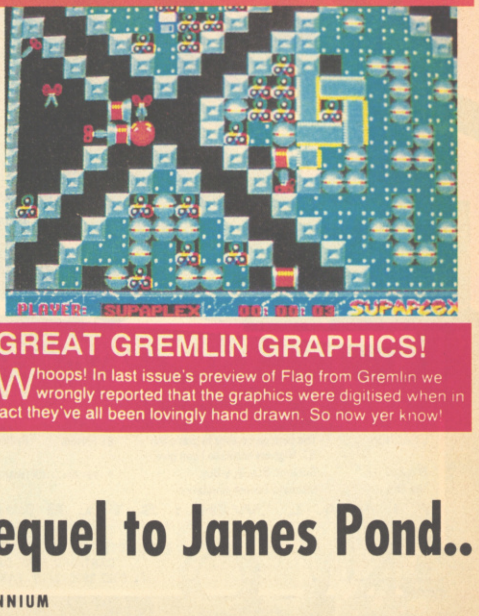


LIVE AND LET DI

Look out for the latest titles due out soon from Digital Integration, who are branching out from their flight-sim roots to try more diverse projects on the Dream Factory label.

In Supaplex, you control bug-hunter Murphy in a 111-level arcade puzzler jammed with baddies and traps, whilst Drift is set a century from now in a solar system far, far away. In this role-playing spectacular, the player has the opportunity to choose a mercenary squad from seventy or so characters, each with their own background and strengths.

DI haven't forgotten their simulation fans either, with the imminent take-off of Tornado, the sequel to the top-selling F16 Combat Pilot. Featuring relief terrain consisting of various highly detailed ground objects. Tornado is certainly looking good if these screenshots are anything to go by - watch out for it flying into softshops soon!


PLAYER: SUPAPLEX
SUPAPLEX

GREAT GREMLIN GRAPHICS!

Whoops! In last issue's preview of Flag from Gremlin we wrongly reported that the graphics were digitised when in fact they've all been lovingly hand drawn. So now yer know!

He's the Blockbuster Sequel to James Pond..

MILLENNIUM

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3 OF SOCCERS GREATEST HITS!
PLUS WORLD CUP '90'

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AMIGA USER INT - The best computer game ever.
ST FORMAT - What a game! Gem to Play. Magic.
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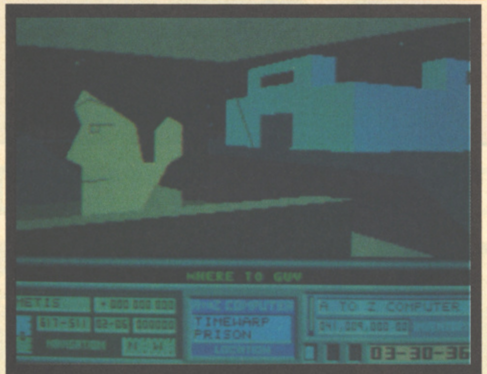
NEWS

PLAY WITH A PC ON THE CHEAP!

The cause of the PC as a games machine received a boost with the announcement that Amstrad are to launch a new games pack dedicated to leisure.

Called the PC 5286 Games Pack, opening the box reveals a smart package made up of an 80286-based PC running at 16MHz and containing 1MB of memory, 3.5" floppy drive, 40MB hard drive and VGA colour monitor. Dig a little further and you'll find a mouse, MSDOS 3.3, a graphics package, analogue joystick, three top games and a spanky AdLib sound card!

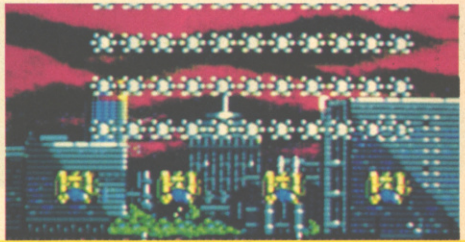
Not so long ago this sort of bundle would cost the earth - and a little wedge of Venus, too - but those canny folk at Amstrad have put the whole caboodle together for £899.99!



MORE MERCENARY MADNESS

Hang on to your hats, Damocles fans, 'cos the next Paul Woakes creation is on its way! Entitled Mercenary III - The Dion Crisis, the game calls on all your skill and courage to track down the evil PC Bil, who made an appearance in the first Mercenary spectacular, who is extending his mining operations on the planet Dion.

Mercenary III will include intelligent characters on each of the planets in the Dialis system with which to interact with, and the combat aspect will be made even more challenging than before. Publishers Novagen are banking on a release sometime during the next few weeks - but then again, we all know how long it took Damocles to appear!

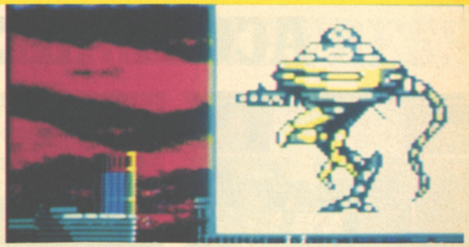


SPACE INVADERS FOR THE 90'S!

It's been a while since pubs around the world lost good beer money to the coin-slot of Taito's ground-breaking Space Invaders coin-op - thirteen years to be precise. A lot has happened to arcade games since then, but there's nothing like dusting down a classic, sprucing it up with some extra gameplay and knocking it out on home computer format.

That's exactly what Domark are about to do when they launch Super Space Invaders. It'll contain features taken from those other hits of bygone days - Phoenix, Gorf and Galaxians - and will include such buttock-clenchingly good touches as multi-directional scrolling, end-level bosses, secret levels and "wacky bovine bonus levels" (?).

Sounding like a right good giggle, it'll be available across the spectrum of formats at various prices, and we'll be reviewing it in the not-too-distant future.

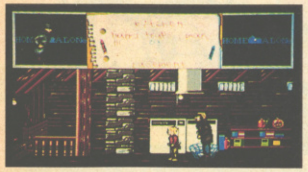


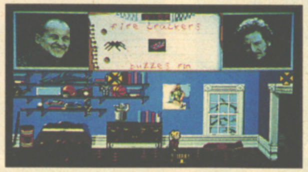
James Pond is Robocod
MILLENNIUM

YOU WON'T BELIEVE YOUR EYES

ACCOLADE PRESENTS...THE TEARAWAY, AND THE TEMPTRESS.

Screenshots from various formats





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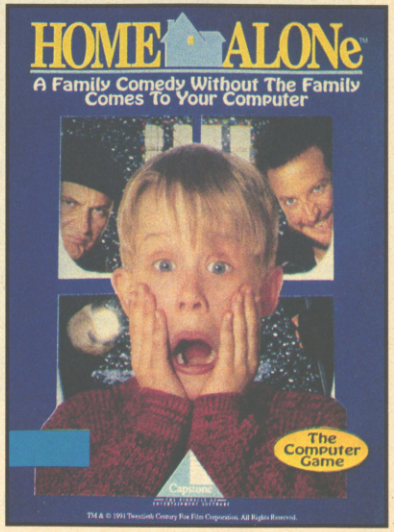
Amiga and PC Duel version available November 1991

Capstone



HOME ALONe
A Family Comedy Without The Family Comes To Your Computer
The Computer Game
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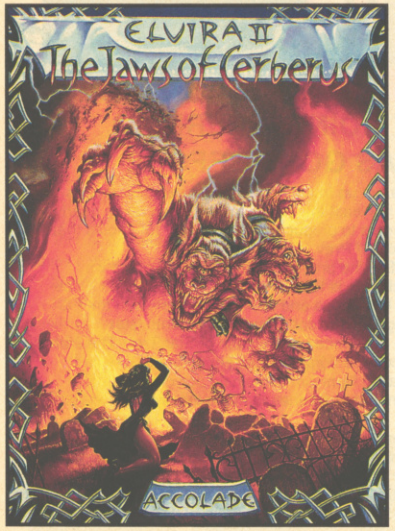
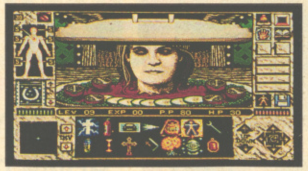
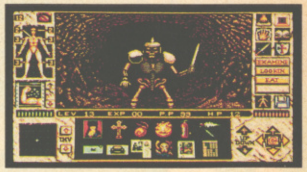


ELVIRA II
The Jaws of Cerberus
ACCOLADE





Screenshots from various formats

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NEWS

CRISPY CRUNCHY SEGA COMP!

Not content with showing ads on telly which nobody understands, Sega are to join forces with Golden Wonder Snacks in an on-pack promotion of their products.

One thousand Mastersystem Plus consoles are to be given away in a competition appearing on packets of Wotsits and Ringos, and anyone collecting twenty empty packs of either snack will be able to send for a Sega Fun Pack containing badges, stickers, posters and iron-on patches!

Beginning this month, Sega will be spending £1.000.000 on television advertising to promote the promotion. Now that's big bucks!

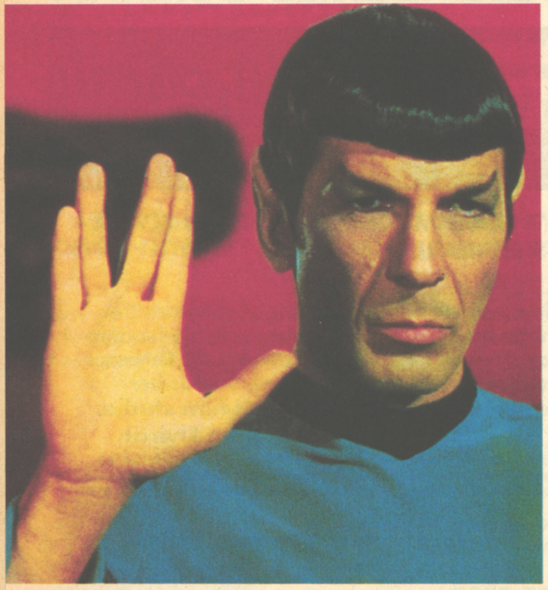
SEGA

ZZAP CRASHES! CRASH ZAPPED!

Newsfield, publishers of the most successful computer games mags of the mid-Eighties, has gone bust. The company, whose magazines Zzap! 64 and Crash became the top-selling leisure computing publications of their time catering for single-format users, called in the receivers after incurring debts.

They were about to launch two new consoles mags, Sega Force and Nintendo Force, produced non-computer magazines such as horror monthly Fear, and also owned software house Thalamus, creators of some of the best ever games on the C64 including Sanxion and Armalyte.

Around 45 people lost their jobs and, whilst Thalamus is still in business, it is expected that it, along with some of the magazine titles, will be sold in order to pay off creditors. So now you know why you won't be seeing these particular mags on the shelves any more.



WE ARE 10

BOLDLY GOING WHERE NO GAME HAS GONE BEFORE

Electronic Arts are up to their ears in releases over the festive season, not least the flight sim which has taken nearly four-and-a-half years to produce, the legendary (or should that be mythical!) Birds Of Prev.

According to EA, the programming part is out of the way and all they need to do is test the project for bugs. Then it'll be shipped out on 1MB Amiga and ST in November, with the PC version swooping onto the software shelf a month later.

EA have also announced the release of Star Trek: The 25th Anniversary, to commemorate a quarter-century of Kirk and Co. This will be a 3D flight sim combining polygons with digitised pics taken from the series to make the program as realistic as possible.

The game itself will take the form of a Star Trek series, linking together fourteen separate "episodes" to create a game unlike any other, or so the programmers hope. To be released on PC in October at a price of £34.99. Star Trek: The 25th Anniversary is sure to be a must-buy for fans of the series.

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If golf isn't your game the Amstrad PC5286™ games pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick.

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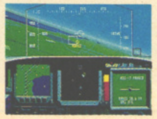

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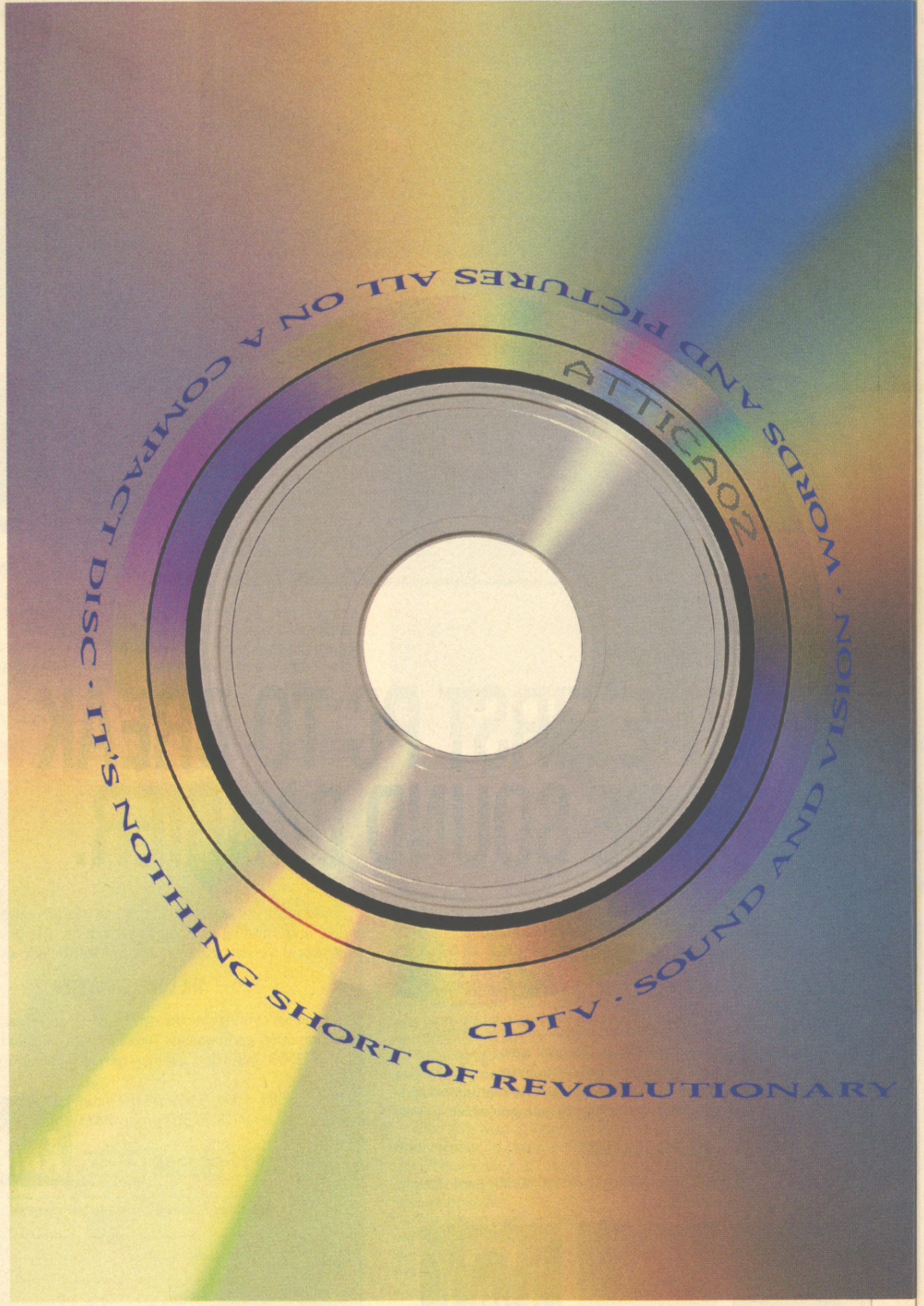
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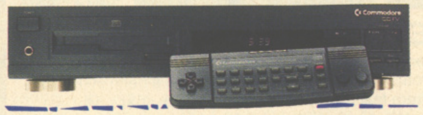

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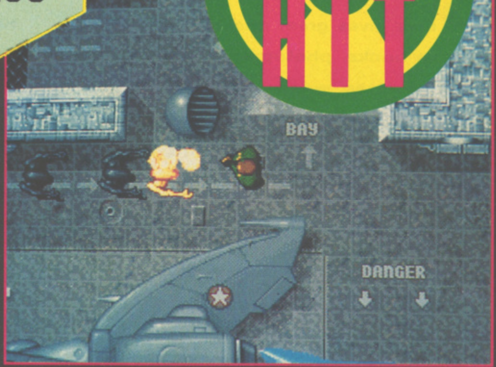
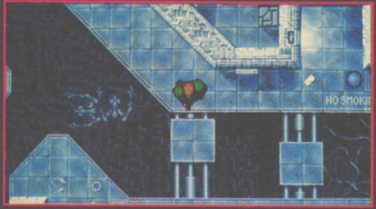
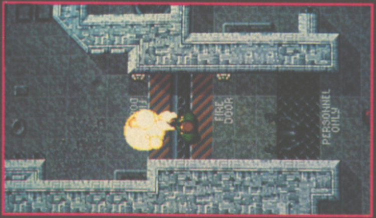
Imagine the scene: you're a warrior sent aboard a returning spacecraft to find out what happened to the occupants. Its distress signal has worried the Earth authorities so much that they refuse to allow it to return to the planet without a thorough search first.

Fearing some kind of sabotage, they send you, the top geezer in the local space cadets, to investigate. The moment you board the craft, you feel the insidious chill, the strange atmosphere, the dripping water. You call, your voice echoing through the dark tunnels of the craft.

Clang! The airlock door slams shut behind you. Alone, in a dark, almost cathedral-like space cruiser. You whirl around to see what made that odd, papery scuttling sound. You see nothing. Cautiosly, you creep forward, laser cannon primed, searchlight sweeping, probing the darkest corners...



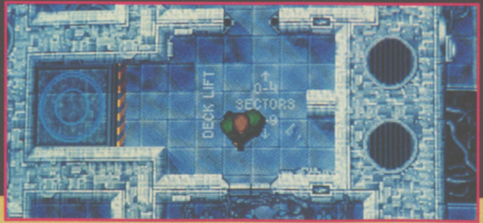




ALIEN BREED

Ooh! Spooky music and creaking sound effects introduce Alien Breed, which blatantly rips off both Alien the movie and the games Gauntlet and Alien Syndrome. Believe it or not, this game is better in many respects than both of 'em! Alien Breed scrolls in eight directions around a massive complex of maze-like spacecraft corridors. There are tons of locked doors, for which you'll need keys (straight out of Gauntlet!) and lots of slithering, screaming aliens to waste. You can pick up extra weapons, money to buy them and the greatest necessity of all, ammo. The control method is fast, smooth and responsive and the atmosphere generated by the brilliant graphics is super creepy. Best of all though are the ace sound FX and the brilliant sampled speech. As far as presentation is concerned, Alien Breed makes even the mighty Psygnosis look a little pale and the sheer brilliance of the gameplay lifts this one above an otherwise banal crowd.

FRANK
O'CONNOR



SUPER SCARY ALIEN SCUM!

You're alone with the rythm of your own breathing and the soft tread of your rubber soled boots. You round a bend in the corridor and there feasting on the flesh of a fallen space pilot is a seven foot tall, dripping, slimy, vicious nasty super-alien. What do you do? Fill your pants and call the laundrette?
No! You're a space hero and you open fire - and what follows is the best excuse ever for a gauntlet style rampage of carnage and destruction on a massive scale!

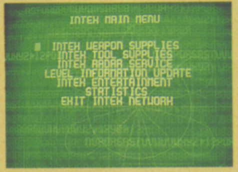
WE ARE 10

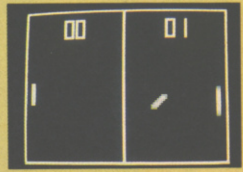
UPDATE

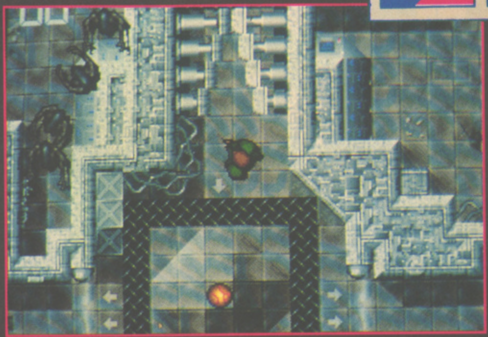
Sorry, Alien fans - there are no plans to convert Alien Breed for any other machine, so we suggest you buy an Amiga dead quick!

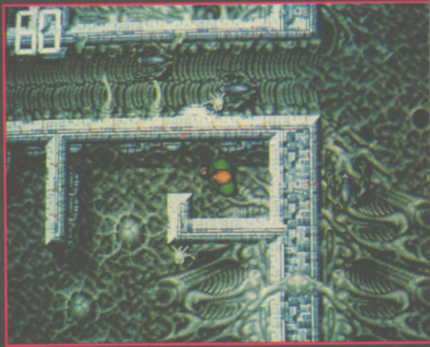
GET IN TOUCH WITH INTEX

The intex computer is excellent, helping you with weapons, energy supplies and ammunition. From here, you can see maps of the respective levels, check your health status and even have a game of Video Pong!
Seriously, one of the options is a fully playable pong game, for one or two players. It's a shame you can't see it in a screen shot, but you should check out that dodgy but intentional vertical hold when you activate the computer...





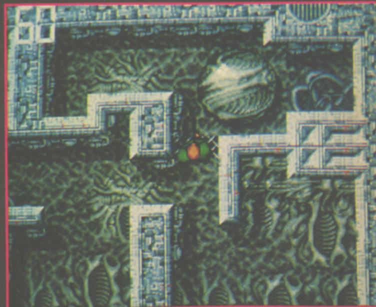




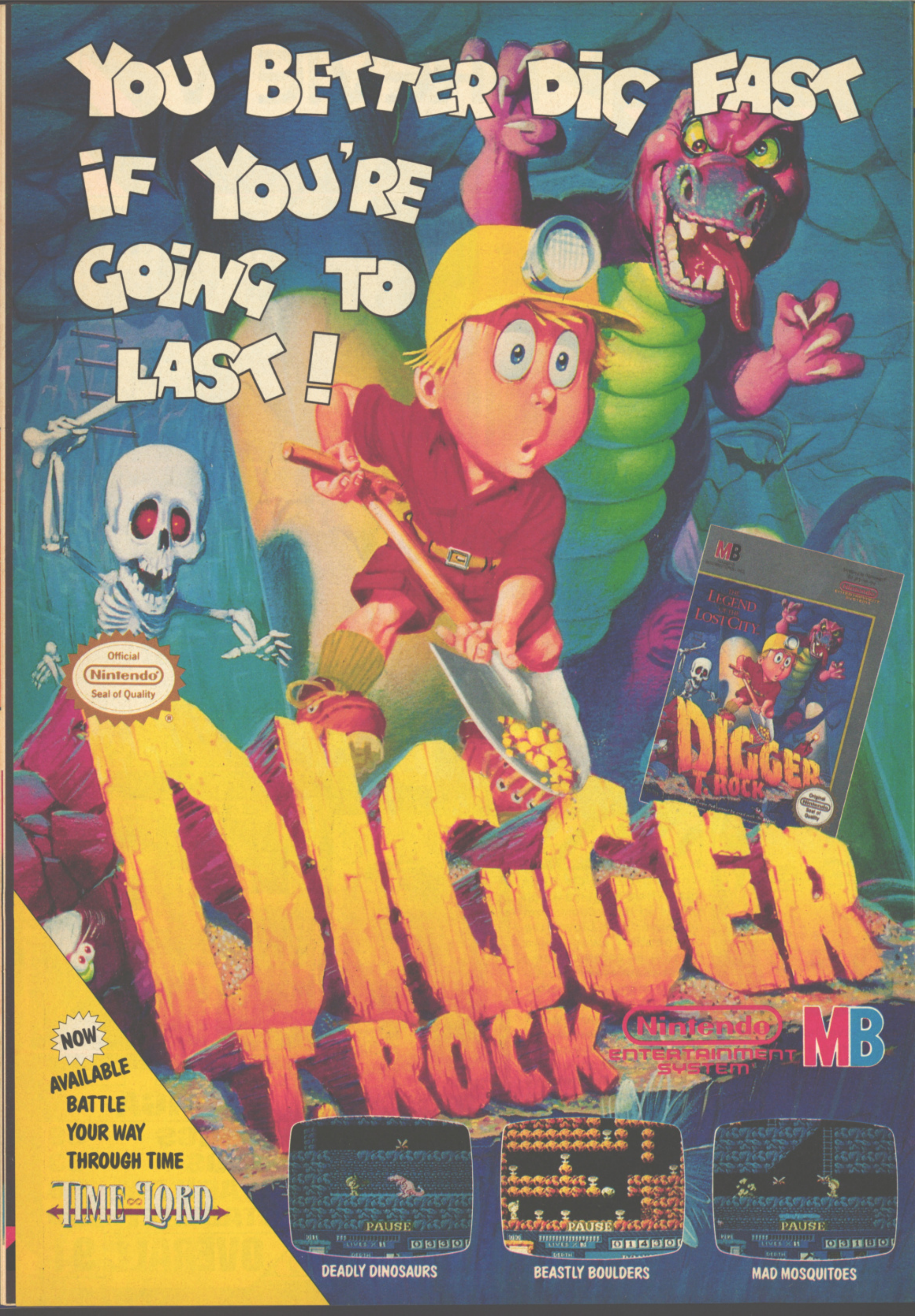
What an incredible blast this is! Here's a game which seems to have come from nowhere, and blows the competition away! Alien Breed is an excellent game in just about every respect, putting many of the offerings from established softcos to shame! You've probably never heard of Team 17, but I can guarantee you'll be hearing a lot more about these guys from now on! Alien Breed is best described as a Gauntlet style blast 'em up with some truly horrific aliens to dust. The game is slick to the max, featuring some quite superb graphics and truly atmospheric sound effects for that extra touch. But it's the gameplay which scores highest off all - easy as pie to pick up. Alien Breed grabs you by the throat and refuses to let go - just like the monstrous stars of the show! When the entire CVG crew crowds around the Amiga and jockeys for the joystick, you know you're dealing with a hot product - and Alien Breed is a burn and a half. Highly recommended.

TIM
BOONE

Aaargh! It's the 'orrible bin monster. Constructed entirely of pigeon droppings, Jon wanted to use his masterpiece as a backdrop for this review but Tim wouldn't let him 'cos it's crap.



AMIGA	
GRAPHICS	89
SOUNDS	93
PLAYABILITY	90
LASTABILITY	90
OVERALL	91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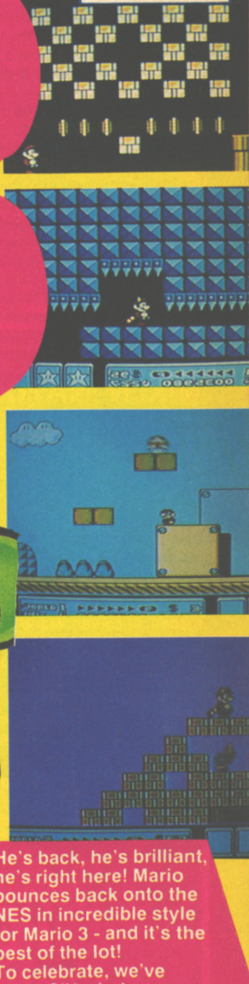
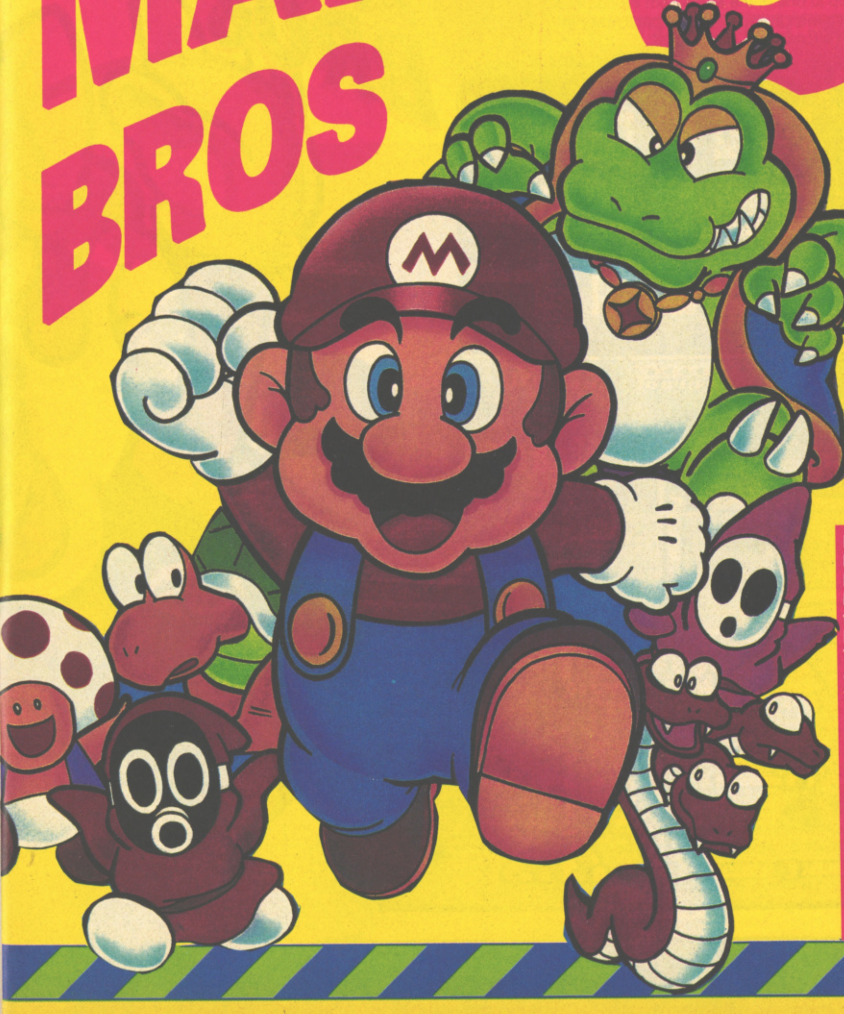
MAD MOSQUITOES

SUPER MARIO BROS 3





He's back, he's brilliant, he's right here! Mario bounces back onto the NES in incredible style for Mario 3 - and it's the best of the lot!

To celebrate, we've given SIX whole pages to the mild-mannered superhero in the biggest review ever to grace the pages of Britain's best games mag!

So turn over for the full CVG lowdown on the Mario megagame certain to become the biggest NES title this year. Play Mario 3 and life will never be quite the same again...

NINTENDO **£39.99**

BY NINTENDO

SUPER MARIO BROS. 3

SUPER MARIO BROS. 3 ™

Fresh from his success in the dream which was Super Mario Bros 2, Mario wakes up to find a scrawled note lying on the doormat of his plumber's pad. Bearing the seal of the Princess Mushroom, the letter is difficult to read and obviously written in a hurry.

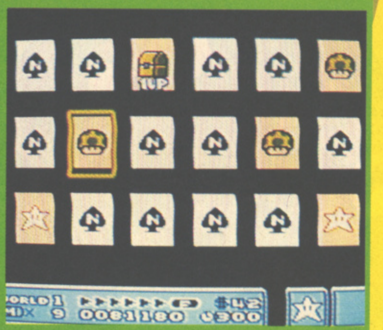
The message warns of the treacherous Bowser, ruler of the Koopas, and his plan to take over the Mushroom Worlds. Having overrun the lands with his minions, Bowser turned the eight Kings into a variety of weird and wonderful animals - stealing their magic wands in the process. Without these they are unable to revert back to their regular forms, thus making it impossible to lead their people.

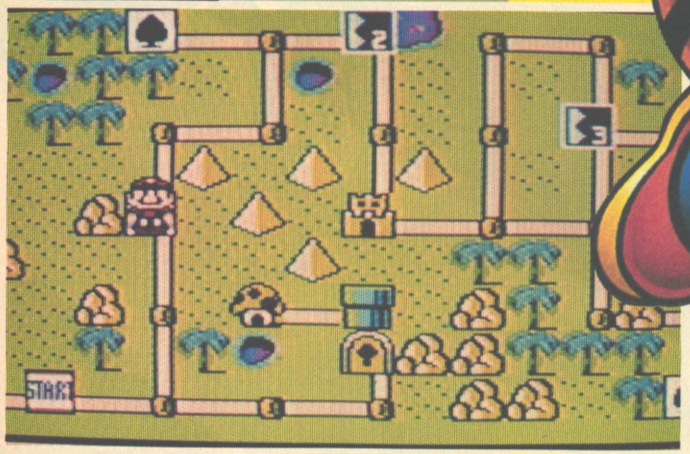
Putting away his plumbing gear (Mrs Miggins' leaky cistern would have to wait) Mario awakens his brother Luigi and, without pausing to consider the danger they may be placing themselves in, our heroes rush off to the Mushroom Lands. But Bowser is not stupid - summoning his seven children, the Koopalings, he orders them each to take an airship to one of the Mushroom Worlds and guard the Royal Castles with their lives. Mario has had it easy in the past. This time he won't succeed...

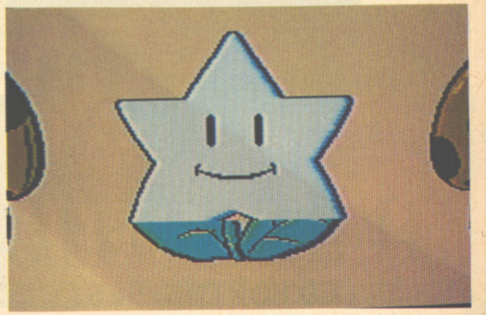
MIX 'N' MATCH

Every time the player scores 80,000 points, a floating playing card will appear on the map. Moving to the position occupied by the card (an Ace of Spades) and pressing the A button sends Mario to the Matching Game.

A 4x6 square grid is displayed, containing various special items and coins - all hidden, of course. Mario must uncover two of the same item to receive that object, with only one wrong move allowed before the game is over and the screen reverts to the main play area.

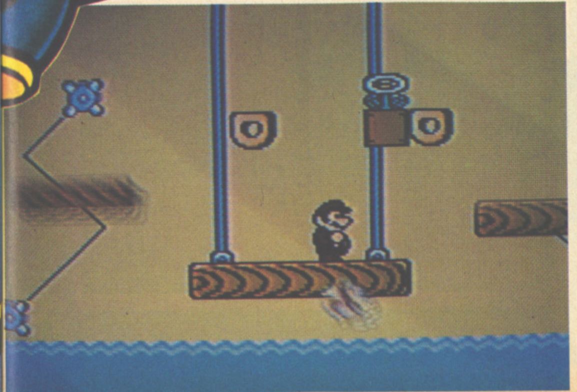






A REEL WINNER

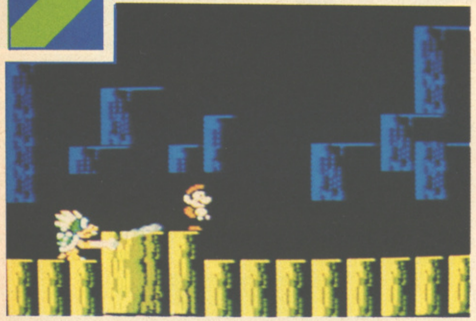
Pressing the A button on an area covered by a static Ace of Spades allows Mario to try his luck at the Spinning Reels game. Three items - a Starman, a mushroom and a flower are represented across three horizontally spinning reels, the object being to correctly piece together one of the items in the middle of the screen by hitting the A button at the right time. Successful formation of a whole item results in extra Marios, the highest number being five for the Starman. Hurrah!



The third installment in the NES Super Mario Bros series rears its head at last and, in doing so, becomes, for me, the best game ever! Honestly, SMB3 is so astoundingly brilliant in every way, shape and form I'm sorely tempted to go out and buy a Nintendo simply for this cartridge. Graphically it's untouchable - masses of bright and cheerful colour, superb definition and animation and hordes of different baddies to contend with - over fifty in all and that is a lot, let me tell you! Sound is incredible. The instantly recognisable Mario effects make an appearance, along with some great new ones - but it's the various ditties which appeal the most, from frenetic tunes to get the adrenalin racing to a couple of laid-back, reggae tracks containing excellent sampled drum noises! Then there's the game itself - and what a game! Bursting with secret rooms, spilling over with bonus items and jam-packed with enemies, SMB3 is the most spectacular experience yet seen on a NES. There are continues available, but you won't want to use them as you'll actually feel disgusted with yourself for cheating! There is so much to collect, so much to kill, so many locations to find and explore, it's a puzzle as to how the creators had the imagination to come up with a game quite like this, let alone cram it all into one cartridge. What else can be said about this, the game to beat all games? Simply this - Super Mario Bros 3 is one in a million, the Mona Lisa of video gaming. To compare it to anything else would be an insult - just go out, get a Nintendo and make your life worthwhile!

PAUL RAND

SUPER MARIO BRO



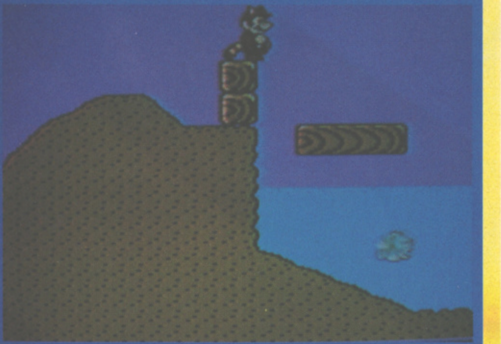
FUN-FILLED FORTRESSES

On each of the eight worlds is a fortress guarding access to the areas closest to the castle. These strongholds are guarded by Boom-Boom, boss of the Koopas and answerable only to Bowser.

Boom-Boom holds the key to unlock the gate which, in turn, allows Mario to tackle the later levels of each world, but it won't be easy to take it from him as he's running toward you, flying high and then divebombing you, and generally giving our Mediteranean mate a real headache - ironically, that's exactly what Mario must do to Boom-Boom to win his prize!

SUITS TO SUIT

Those silly Koopas have left a stack of power-suits scattered around the Mushroom Worlds and guess what - they all fit Mario like a glove! Here's what they are and, more importantly, what they do:



RACOON SUIT: When he's running at top speed, Mario can jump into the air and fly for a short amount of time! Not only that, but that furry tail makes a great whip to biff baddies with!

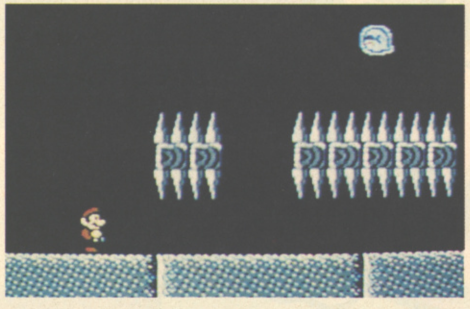
TANOOKI SUIT: Not only does this furry suit give Mario all the powers available by donning the Racoon Suit, it also allows him to turn into a statue!

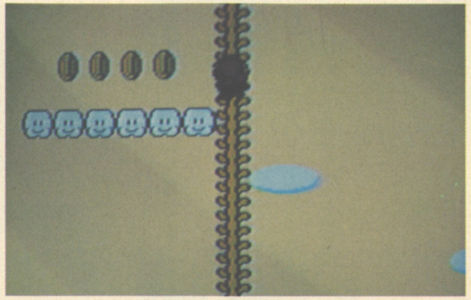
FROG SUIT: Don this green garb on the watery levels and instead of flapping around like a fish out of water, Mario can swim as gracefully as the ferocious fauna he's up against.

HAMMER SUIT: No, not sunglasses and baggy trousers, but a smart set of togs rogued from the Hammer Bros gives Mario a load of devastating throwing hammers and, best of all, it's fireproof!

UPDATE

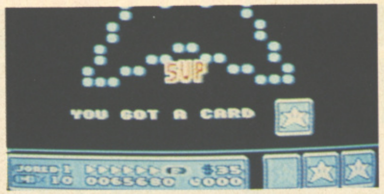
Nintendo won't be releasing SMB3 on any other machine. Why should they, when they know fine well that it will shift untold quantities of their own console?!





Slippin-rippin-dang-fang-rotten-zarg-a-barg-a-ding-dong! It's finally here. The game you thought would never actually exist. The best game ever. To be the best game ever, you would have to have perfect playabilty, immense lastability and graphics and sonics that pushed the host machine beyond its limits. Mario 3 does all those things and more. Fluid, smooth, uncomplicated controls, lush graphics and unbelievably jolly sampled tunes all add up to the most technically brilliant product on the NES. Better yet is the enormous variety of gameplay styles at your disposal. The game is massive. The stated eight levels are huge enough, but there are absolutely tons of hidden features and screens all over the place. There are sub-games aplenty, secret screens, bonus rooms, hidden levels and believe it or don't, a whole playable version of the original Mario Bros. game. This makes Sonic the Hedgehog look like a wet Sunday norning and even gives the Famicom's mighty Mario 4 a run for its money. If you have an NES, go down to your local Spank menagerie and software emporium and purchase this immediately, if you don't have an NES, go and buy one right now.

FRANK O'CONNOR



LOADSALIVES LOVELINESS

Reach the end of a level and Mario will enter a darkened room with a box on the wall containing a revolving series of icons - star, flower and mushroom.

Hitting the box will not only signal the completion of that area, but place the now-highlighted icon in one of the three boxes in the bottom-right hand portion of the control panel.

Whilst filling these boxes with icons of different types gives the player an extra life, collecting three of the same gives more Marios: with a maximum of five for a trio of twinkling stars!

MAGIC MUSHROOMS: Turns little Mario into SUPER MARIO!

FIRE FLOWER: Sends fireballs shooting from Mario's fingertips

STARMAN: Catch him quickly for a burst of invulnerability

P-WING: A souped-up racoon suit allowing Mario to fly non-stop for a complete stage or until he is hit by a baddy

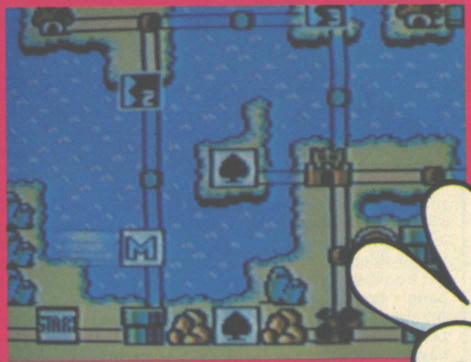
JUGEM'S CLOUD: Carries Mario across a stage

HAMMER: Breaks rocks on the Map screen blocking the way

MUSIC BOX: Sends the Hammer Bros to the land of Nod

ANCHOR: Tethers the Koopaling Airship, stopping it from getting away

1UP MUSHROOM: An extra life!

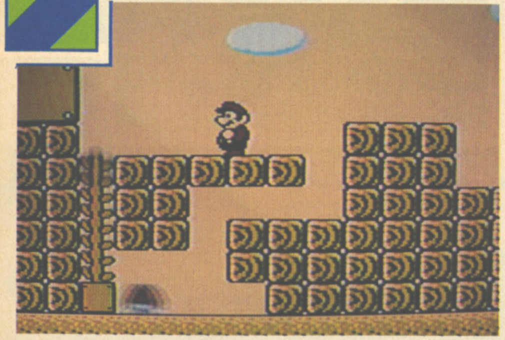


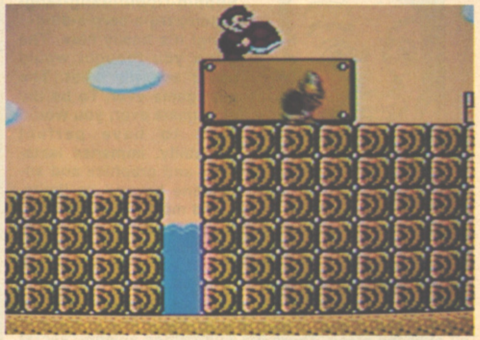
PLEASE HAMMER, DON'T HURT 'IM!

Stalking the Mushroom Worlds are Bowser's partners in crime, the *Hammer Bros* who, as you may have gleaned from their name, enjoy nothing more than lobbing hammers at Italian plumbers!

Sometimes there's only one to deal with, sometimes two. However many there are, get rid of them and Mario will receive a special item for his trouble!

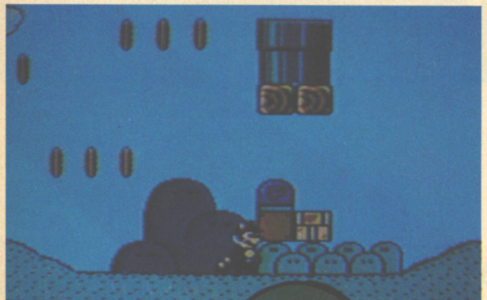
Also, look out for the Hammers' Aussie relatives the *Boomerang Bros* - just as bad, but favour a curved piece of wood over a heavy piece of moulded steel! Whoever the critter is - unless you've found and activated a Music Box which sends the Bros to sleep with its dulcet tones - you'll have to confront and defeat them each time they come between Mario and his goal.





HIT A BRICK!

When is a brick not a brick? When it's a Super Mario Brick! It's worth giving as many of the walkways in Super Mario World 3 as possible a quick headbutt as lots of them hide goodies - mostly coins (collecting a hundred of which grants Mario an extra life) - but sometimes special items like magic mushrooms fire-flowers and 1UP mushrooms! Some even sprout beanstalks leading to secret rooms, whilst others release switches which, when activated, turn bricks into coins and vice-versa!



OK, so answer me one thing. How the hell do you get a magazine out when the entire CVG office has gone down with a severe case of Marioitis? Symptoms include wide eyes glued to the screen, fingers clamped around the joypad and an inane sloppy grin stretched from ear to ear. All work stops when Mario 3 is on the screen, and who cares about little things like eating and sleeping when you're playing a game this good? You have to see it to believe it, but Mario 3 is the best thing on any machine outside an arcade since, well, whatever used to be the best thing on any machine outside an arcade. Graphics and sound are superb, but the gameplay manages to defy even my highest words of praise! It's near flawless in its utterly stupendous incredibility and absolutely impossible to put down for anything less than a fire alarm - and even then you find yourself weighing up the odds! Mario 3 is so addictive it ought to get a government health warning. Hide the cartridge and people start to get withdrawal symptoms - it's that good! Anyway, why am I sat here writing this when I ought to be perfecting my technique? Sell your dad's socks if you have to, but raise the cash and buy Mario 3 as soon as you possibly can - then remember to thank us for telling you about it first!

TIM BOONE

CVG HIT

NINTENDO	
GRAPHICS	96
SOUNDS	96
PLAYABILITY	98
LASTABILITY	98
OVERALL	98

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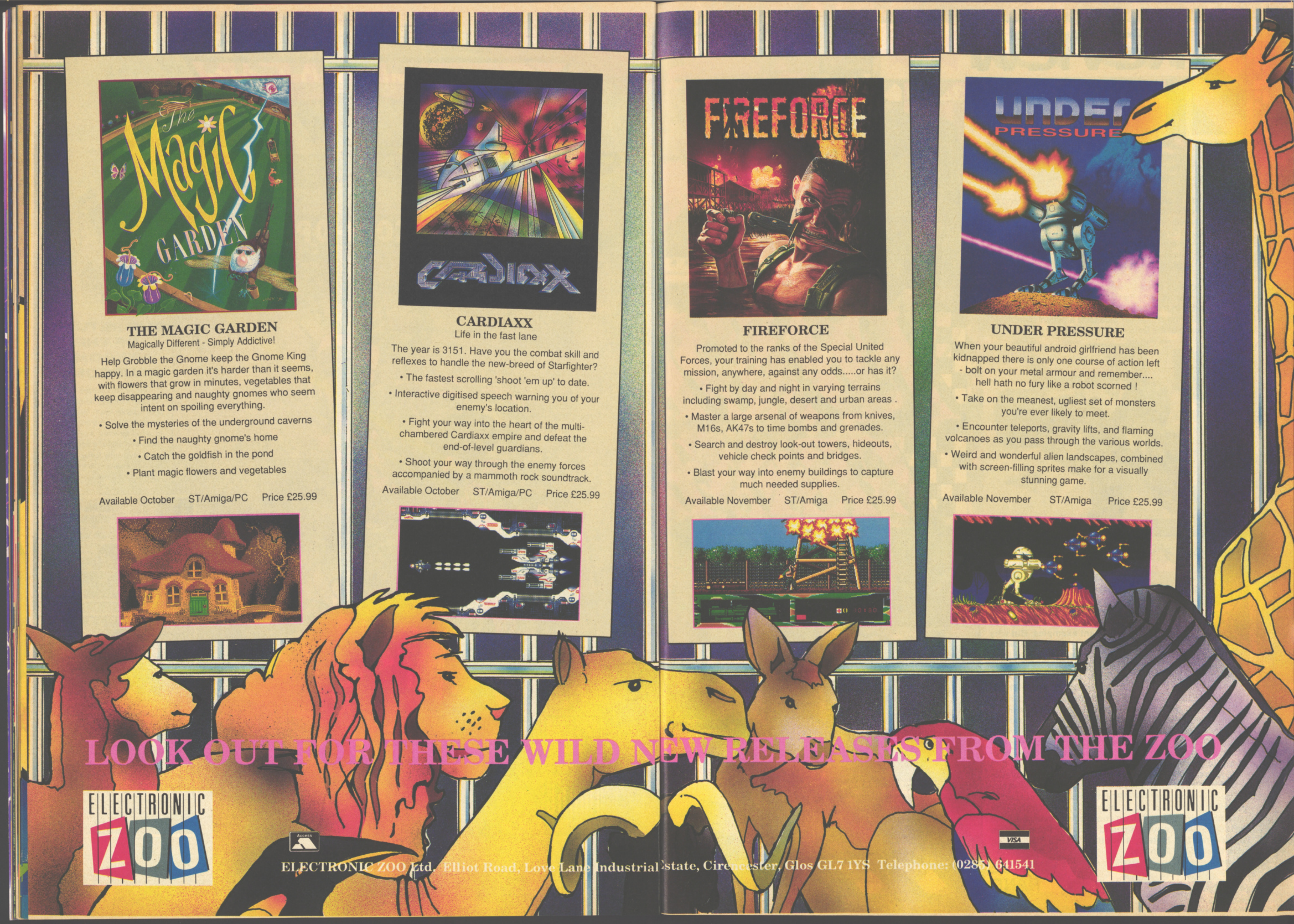

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- Master a large arsenal of weapons from knives, M16s, AK47s to time bombs and grenades.
- Search and destroy look-out towers, hideouts, vehicle check points and bridges.
- Blast your way into enemy buildings to capture much needed supplies.

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When your beautiful android girlfriend has been kidnapped there is only one course of action left - bolt on your metal armour and remember.... hell hath no fury like a robot scorned !

- Take on the meanest, ugliest set of monsters you're ever likely to meet.
- Encounter teleports, gravity lifts, and flaming volcanoes as you pass through the various worlds.
- Weird and wonderful alien landscapes, combined with screen-filling sprites make for a visually stunning game.

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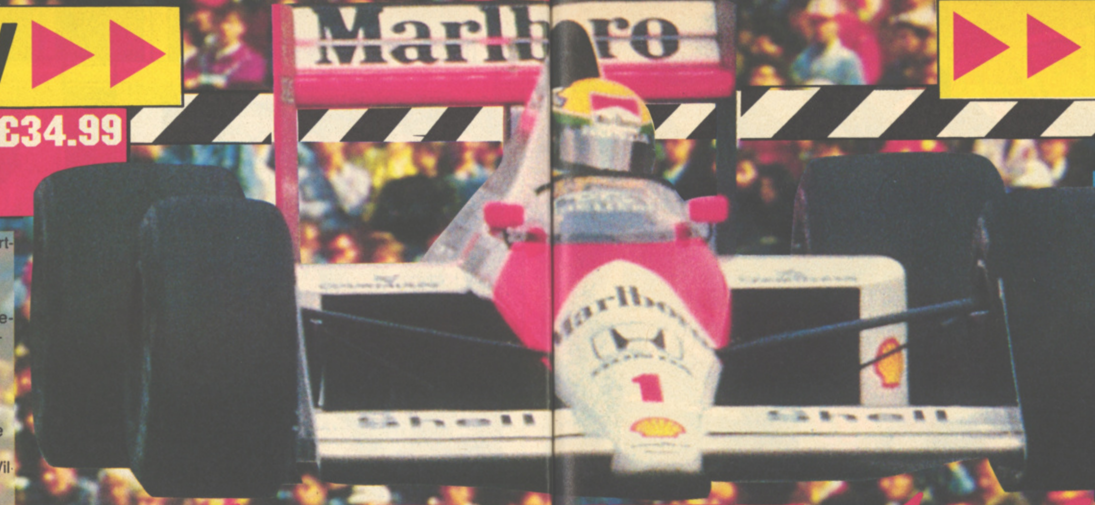
BY MICROPROSE

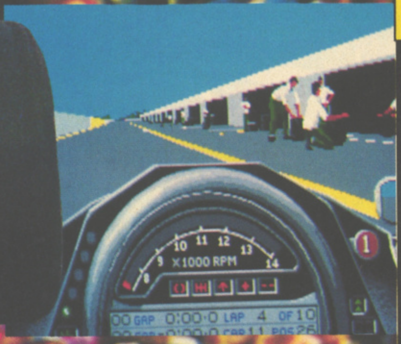
More renowned for their flight sims than ground-based transportation, Microprose have put the pedal to the metal and come up with a breathtaking simulation of Formula One Grand Prix racing!

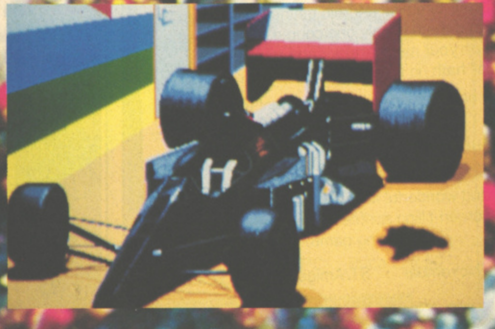
Who can hope to capture all the thrills, spills glamour and excitement of an entire Formula One season on computer? Geoff Crammond, that's who - the man behind Revs and The Sentinel.

In Formula One Grand Prix, aspiring Sennas are given the chance to test their metal and mettle through the sixteen-race championship, including the British Silverstone circuit, Suzuka in Japan and the street course of Monaco - regarded by many as the world's toughest.

With a choice of 26 cars belonging to the official F1 teams of Williams, McLaren, Ferrari and others, performance data has been taken directly from that of the 1990 season. Do you think you possess the skill, stamina and sheer guts (and a decent motor!) to carry you to the top of the Drivers' Championship? Read on...



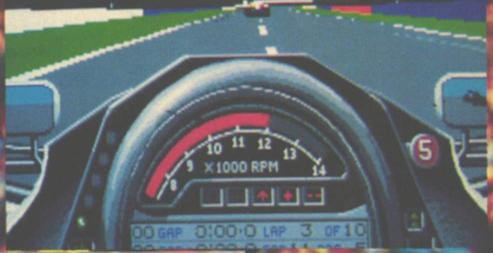




FORMULA 1 GRAND PRIX

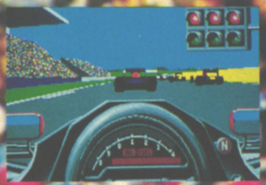
TYRED OUT

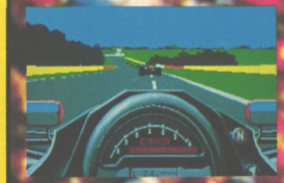
The longer and faster you drive, the quicker your tyres will wear out. There are four types available, each suited to different conditions. The longer you persevere with a worn-out set of rubbers, the slower your car will run - so it's a good tip to dip into the pits as soon as you notice a drop in performance and get new wheels a bit sharpish!

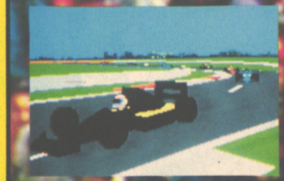


Geoff Crammond has a history of knocking out excellent car games, Revs and Stunt Car Racer being two brilliant examples. But why rest on your laurels when you can sit and slave for a year at a piece of software which surpasses all your previous efforts? Mircoprose's Formula One Grand Prix is the last word in high-speed driving games, except that it's not a game at all. It's an accurate simulation of a full F1 season, with all the attention to detail which we've come to expect from the masters of sim. The teams are there, the tracks are there, all accurately mapped from the real thing. If you happened to videotape the Monaco Grand Prix earlier this year, for example, put it on with the F1 Grand Prix version next to it and you'll notice that all the buildings are exactly where they are in real life! Whilst realism is important in any kind of sim, so too is playability and Grand Prix certainly scores here. Pull on your helmet, make sure the fire extinguisher's working and boot up Formula One Grand Prix, the fastest, smoothest, most exhilarating drive this side of Monaco!

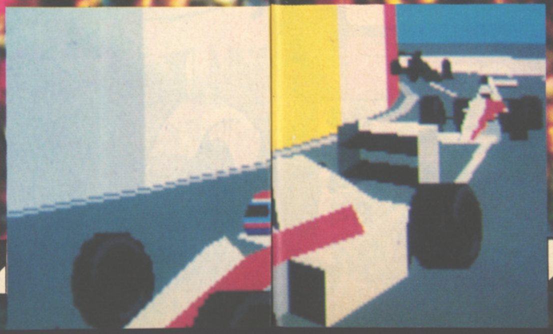
PAUL RAND

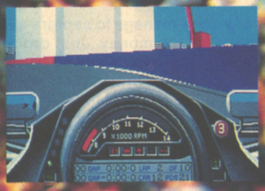


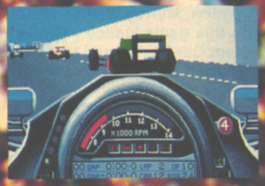


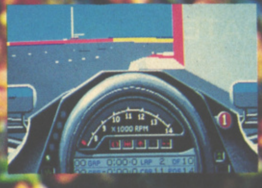


FORMULA ONE GRAND PRIX





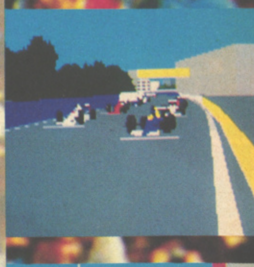


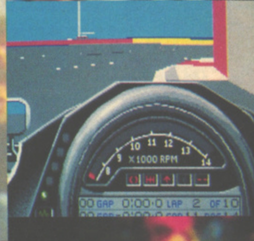


EASY KEYSEYS

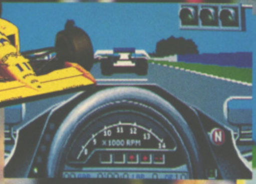
The reason F1 drivers like Mansell and Senna command such high salaries (our Nige got about seven million for this season!) is because race-driving is quite a difficult thing to do, actually.

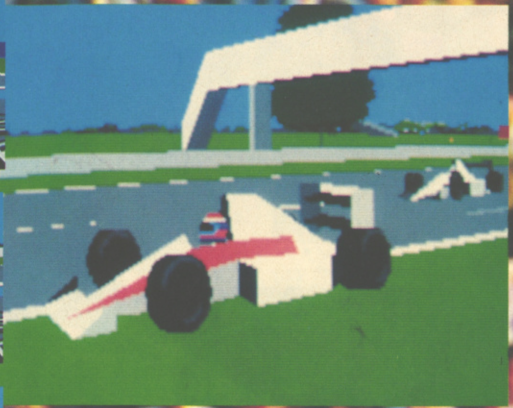
Lucky for you, there are a few keys available on the computer versions to make tearing around in a 200mph bullet that bit less of a chore. Not only are there the predictable ones such as invincibility and automatic gear-change, but a couple of novel inclusions too - the facility to brake automatically on corners and, the most useful one to F1 track stars, the addition of a line on the track showing the best route to take around bends!





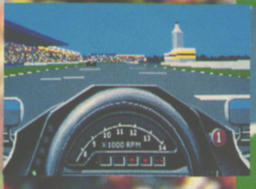
FORMULA ONE GRAND PRIX

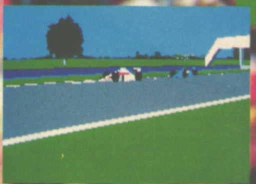




SLIPPERY RIDE

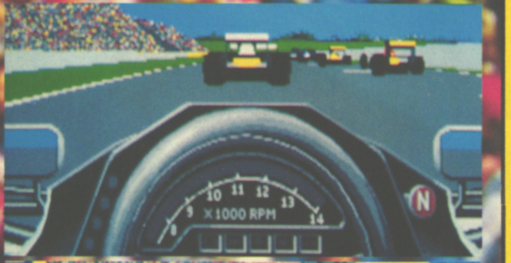
Being a simulation as opposed to a game, Formula One has a number of features normally available only to multi-million pound racing pros. Little graphical niceties are included, like a member of the pit-crew cleaning your windscreen when you make a pitstop and skidmarks on the track to mark the spots where unfortunate racers have come to a sticky end. Then there are the extras, not usually found in computer driving games but which the real guys experience every time they take to the road. The best of these is the effect of driving in the opposition's slipstream, at which point your engine revs higher - allowing you to pull out and overtake easily!

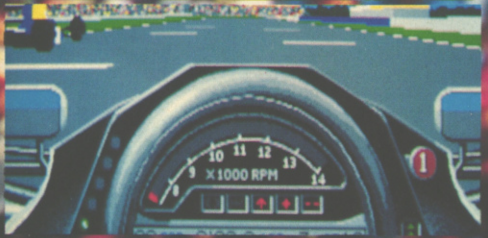


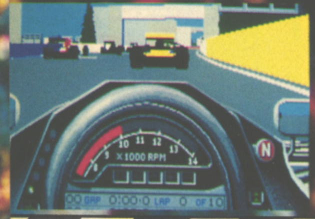


As far as I'm concerned Geoff Crammond has the Midas touch - everything he works on is pure gold. Here he's gone platinum and produced a racing game so utterly superb I can hardly believe what I've seen - let alone played! Somehow Formula One Grand Prix really does manage to capture all the best bits of racing fast cars for big money. Just drool over these screen shots, imagine all this running in real-time super-smooth 3D with yourself in complete control of one of the cars and you have some idea what I'm getting hysterical about. Remember those car-cam shots you see on the telly? The graphics look just the same - and you're right in the middle of the action! This game is mega-fast too. There's an option to tone down the graphics for more speed, but even on full detail the cars are flying by! If you want my opinion, Murray Walker couldn't scream loud enough to do this game justice - you've got to see it to believe it. Stunt Car Racer used to be my all-time fave 3D racer and I thought nothing could top it. I was wrong and you'd be a right wally to miss this! Take a bow, Mr C...

TIM BOONE





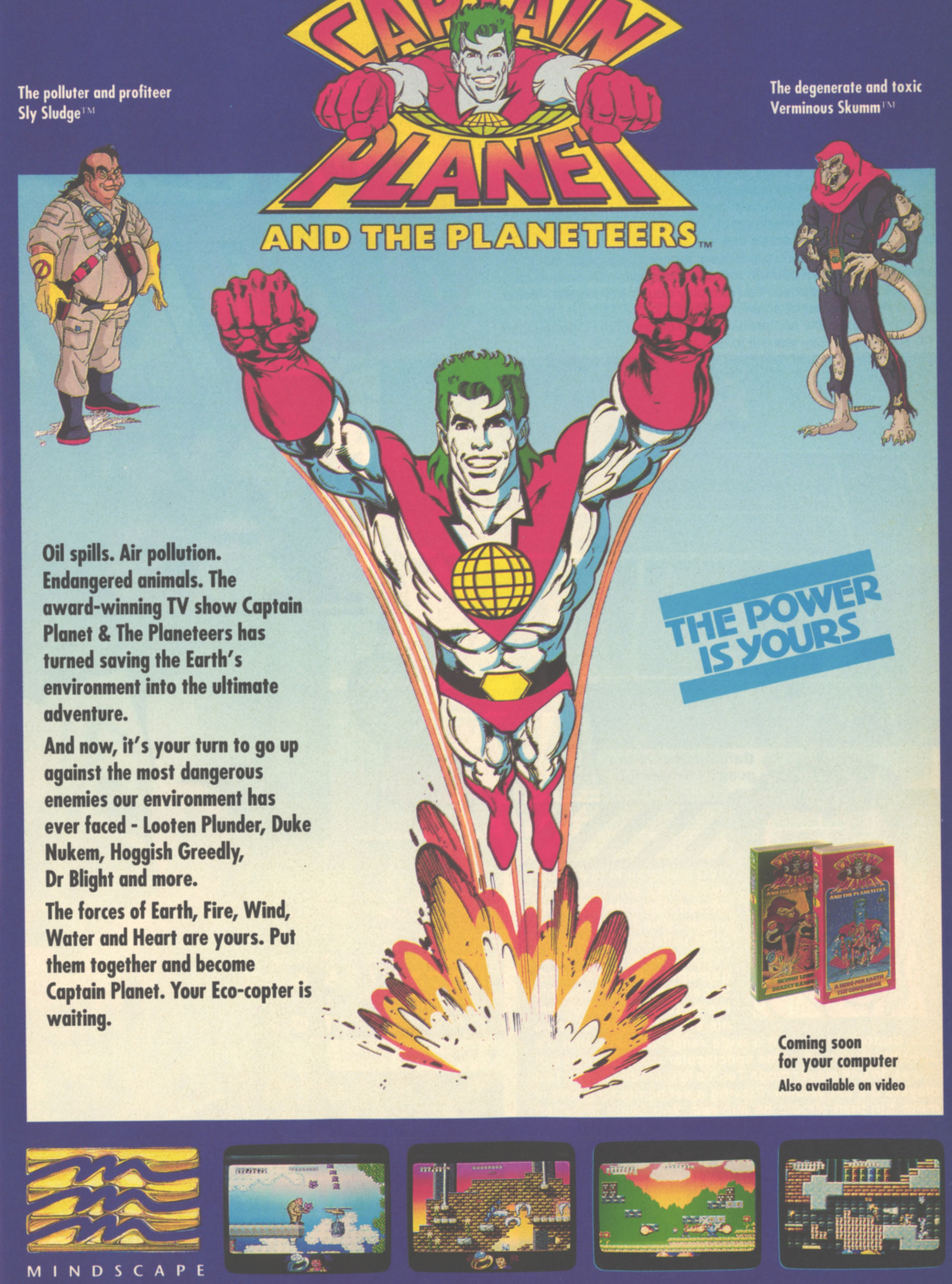


UPDATE

Amiga and PC versions are about to pull out of the pits and should be ripping up the tarmac at the same time as the ST game! We've seen 'em both and they're blimmin' brill, so buy 'em!

ST

GRAPHICS	94
SOUNDS	88
PLAYABILITY	94
LASTABILITY	94
OVERALL	94



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スーパーテニス

SUPER TENNIS

ワールドサーキット

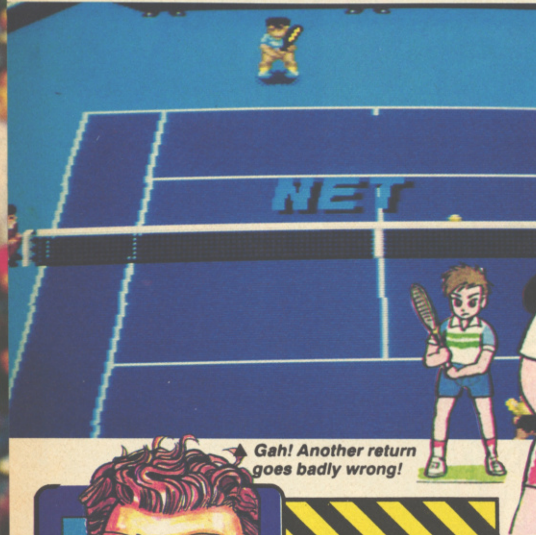
£45.00

BY TONKIN HOUSE

Deuce! Advantage! Game! You are the pits of the Earth, man! Tennis. A sport of kings. Bash the fuzzy ball over the net and hope you can still hit that sucker when your opponent bashes it back! The money to be made in this sport is immense and it's one of the few sports where women do as well financially as men. Tempers are short and the action intense.

Super Tennis from Tonkin House attempts to capture the frenetic pace and hot bouncy action of the sport, with every feature of the real game included. You can play doubles or singles - either against the computer or against a friend.

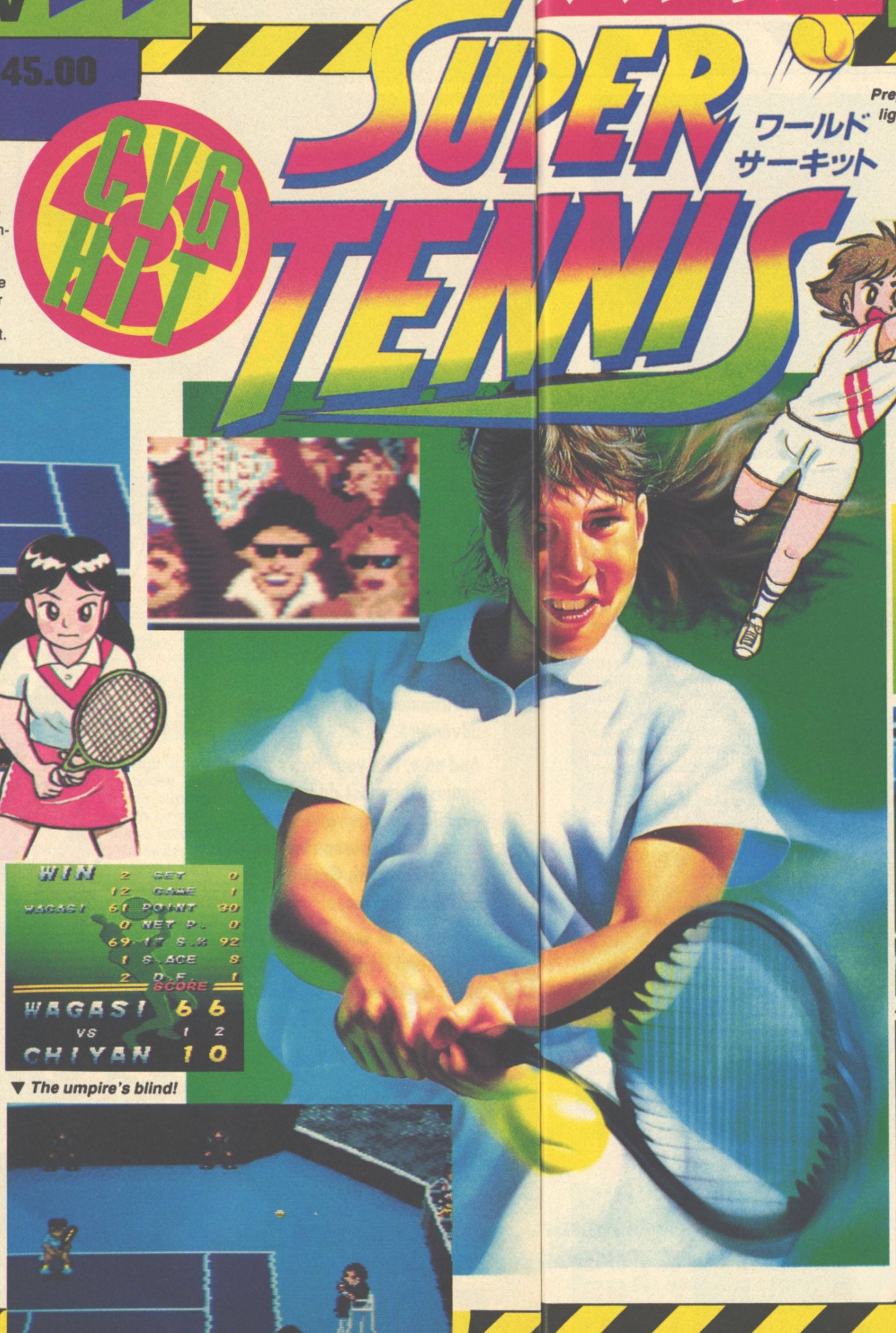
So grab your balls and prepare to do battle on the Centre Court. Who knows, you may just get to be famous...



▶ *Gah! Another return goes badly wrong!*

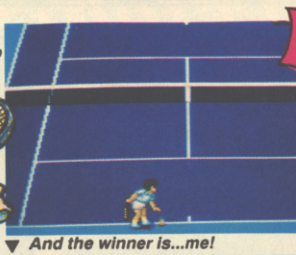
CVG just ground to a shuddering halt when this cart arrived. The cute, colourful graphics and ultra-realistic sound effects had everyone begging for a go. As far as gameplay is concerned, Super Tennis is probably the best simulation of tennis ever! The control pad's four buttons give such a wide range of shots that it's possible to pull off some spectacular moves in times of stress. In one player mode Tennis is incredible. With two players it's unbeatable. Playing a set against a friend is more fun than should be allowed. You begin to get an inkling why players like MacEnroe and Agassi take such terrible tantrums when things go wrong. The tension you feel when you have to play a Tie-Break to decide the winner is unbearable. Each player from the list plays a little differently, each with good points and bad. For example, some players can dive for shots while others have excellent serves. Choose your favourite and get ready for one of the best sport simulations ever!

FRANK O'CONNOR

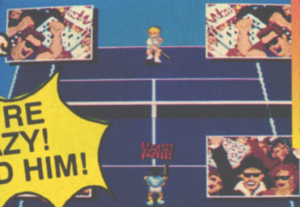


▼ *The umpire's blind!*

Preparing for a lightning serve to pull ahead ▶



▼ *And the winner is...me!*

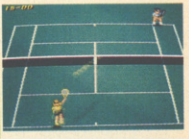


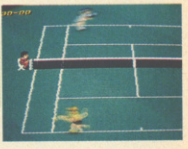
YOU'VE GOT TO BE KIDDING!

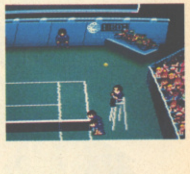
Super Tennis makes use of the four buttons on the Famicom's control pad and shots can be further enhanced by hitting a direction as you take a shot. There are two different serves available and the different combinations of shot available are immense. The choice of players is huge, you can play male or female and each player is uncannily similar to a real life tennis star and plays like 'em too!

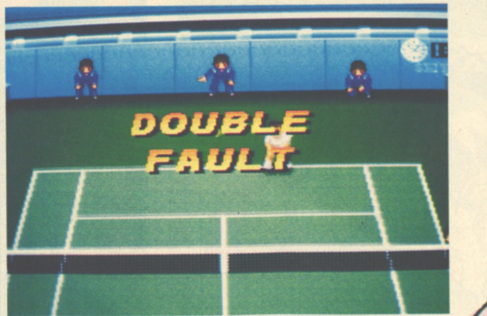
YOU'RE CRAZY! I ACED HIM!

With tons of players on offer, you can choose any of your favourite tennis stars including the likes of Andre Agassi, Boris Becker, Gabriella Sabatini, Monica Seles and the illustrious John MacEnroe. Each player has his or her own special talents. Becker comes out on top as the best all-rounder while the girls, unfortunately, are all a bit sad - very slow with a low quality service. At the end of the day, their talents really depend on your reflexes and ability. This means you can't use your choice of player to hide your crapness like the Mean Machines boys...

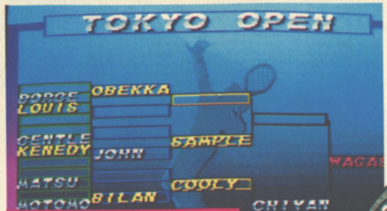


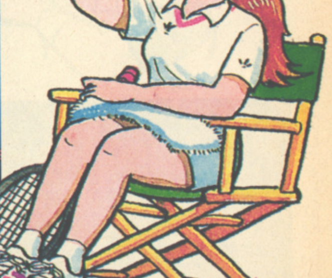






▲ *Acck! The service goes wrong!*

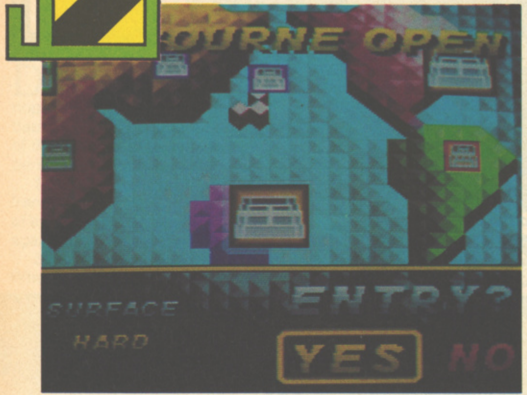


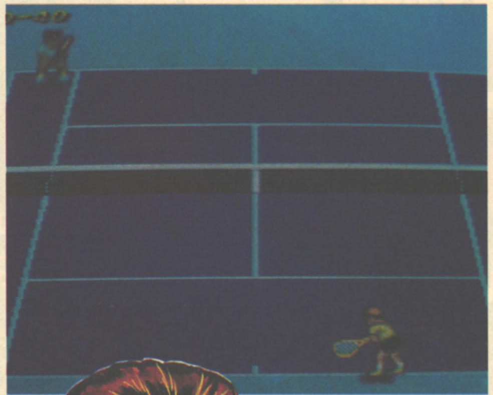


THANKS...

...to Advanced Console Entertainment for the loan of the review cartridge.

SUPER TENNIS





ARE YOU BLIND? THE BALL WAS IN!

There are three different court surfaces to choose from. Clay, a lawn and artificial. The artificial surface is the most predictable and therefore the easiest to play on. Players run a tad faster on the rubberized surface and the ball bounces higher. The lawn is the nicest in terms of feel and players are more inclined to dive for the ball on this surface. If you want a real challenge though, try playing on the clay court. The ball is unpredictable, the players slower and the going tougher. Clay is the surface for big, clever tennis players who want to impress their mates and act hard - so choose it!

So you want to be a super-fit tennis star with a jet-propelled serve, wear tight little shorts and run about throwing huge tantrums when line calls don't go your way? Well, now you can! Super Tennis is quite simply the most fun you'll have outside the Centre Court - and just make sure there's nothing breakable around when you play! Somehow Tonkin House have captured all the speed and excitement of tennis and made it possible for absolutely anyone to play. First of all there's the quite breathtaking speed of the game: you have to be quick of the mark to return those rocket-hot serves and follow them up with an almost limitless variety of moves. Then there's the cutesy graphics and quite superb sound - so good you'd almost swear you were there! Above all there's the unbelievable tension generated by the game. It's hard to explain, but you've just GOT to win! You'll do anything to dust your opponent, even if that means throwing tantrums to put him off the game! Forget the gentle sport of lawn tennis, Dan Maskell and all that - Super Tennis is a killer of a game and any hotshot Famicom owner who doesn't bust his balls for a copy should get his head examined. It's that good!

TIM BOONE

CVG HIT

FAMICOM	
GRAPHICS	95
SOUNDS	96
PLAYABILITY	96
LASTABILITY	95
OVERALL	96

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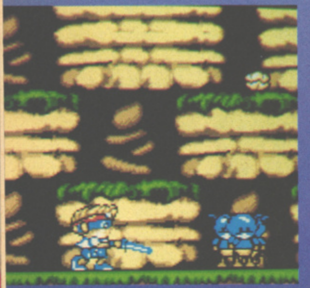
AMIGA **£25.99**

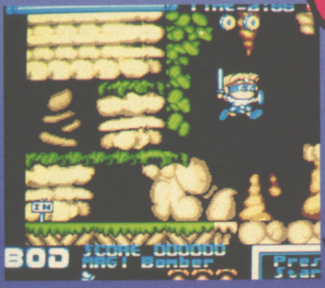
BY US GOLD

The Megatwins are cute. They live cute, they breathe cute and they sleep cute. Life is lovely until bad news comes along in the shape of a horrific beast known only as the Monster, who does away with their daddy and seperates them. Boo!

Little do the Twins know that their father was in fact the king of cuteland. When they find out, our tiny heroes set out for revenge in a quest to find this Monster and dish out some serious aggro.

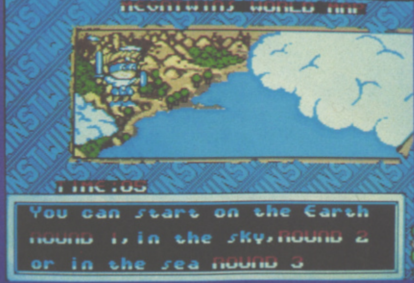
Using their incredible jumping abilities and the gift of magic swords, the Twins head off in the direction of the action and vow never to return until the evil Monster finally bites the dust. Hurrah!





THE WEIRD WORLD OF PSYCHIC TWINS

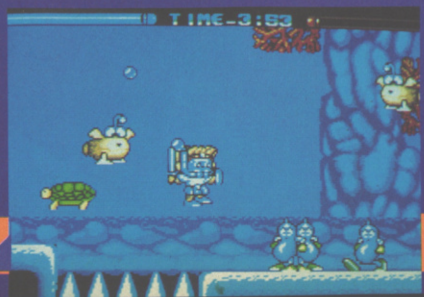
The Twins are a bit of a sad case. They were separated from each other as infants and their pop was killed. Brought up believing themselves to be only children, they somehow developed a kind of psychic link. So bizarre was the extent of this link, that often they ate meals at exactly the same time! Sometimes they would wear the same kind of clothes, even though they were separated by thousands of miles. Often they would both turn out in jeans, T-shirt and trainers - uncanny! Weirdest of all, when they did finally meet they discovered that they both shared exactly the same birthday! Spookalicious or what? **(You idiot - Ed)**

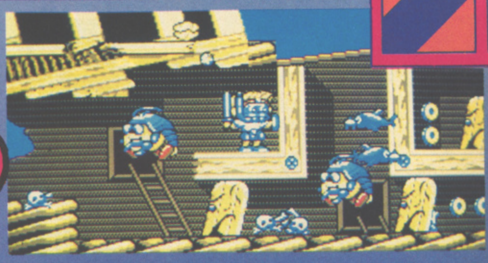


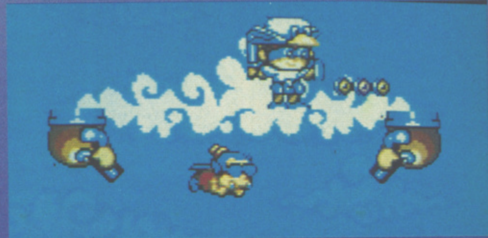
You can start on the Earth ROUND 1, in the sky, ROUND 2 or in the sea ROUND 3

Yeeeurch! US Gold knew what they were talking about when they said this game is so cute it would make you sick. Fortunately it's also pretty brilliant, and must rank as one of the best platform titles to appear on the Amiga. The Megatwins are full of character and even the bad guys look as nice as hell! There are so many hidden features and nice surprising touches, that you'll be playing this one long into the night. The game itself is fairly huge, with squillions of levels to visit and absolutely tons of groovy guardians to destroy. The control method is excellent and this conversion really captures the spirit of the coin-op. Mega Twins was an excellent arcade game is this is a smashing conversion - need I say more?

FRANK O'CONNOR

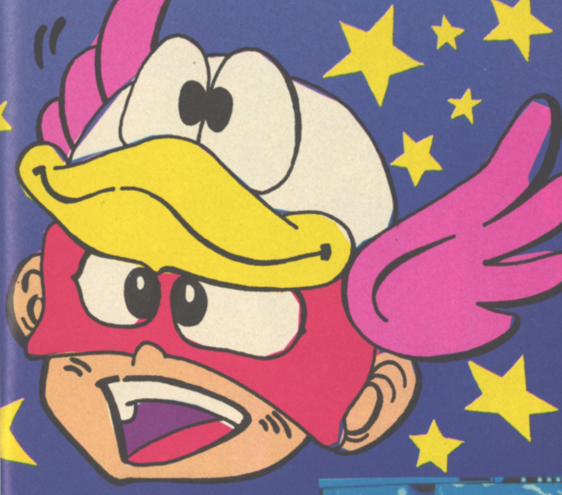






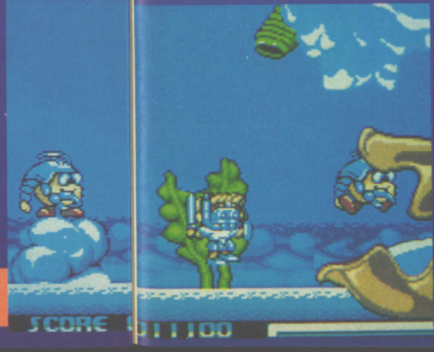
BIG THRILLS AHOY!

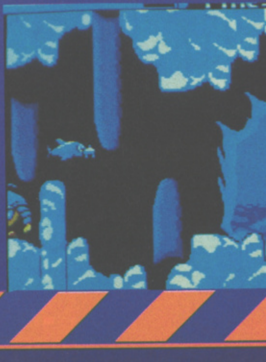
Megatwins game is a cutesy (and I stress the word cutesy) platform romp, featuring the two player antics of the Megatwins.
The action takes place on the ground, in the air and under the sea - with the gamestyle changing to suit the environment.
The twins can hack at the baddies with their big choppers, often revealing hidden bonus coins and other equally useful goodies any serious avenging twin should never be without.
In appearance the game is a bit similar to Wonderboy 3, but the RPG bit isn't there and this one features more platforms than you can shake a sword at...



Cutesy platform romparama seems to be the order of the day right now, what with the likes of Rodland, Magic Pockets, Marvel Land, Snow Bros and countless others trying to tickle us all under the chin - and Mega Twins ranks up there with the best of them. This is a fine conversion of a pretty spiffy coin-op, containing all the playability of the original. My only criticism is that the levels tend to look a bit samey, but that's not unique to this game and exactly the same grumble applies to the arcade original. I've seen so many cutesie games lately they're almost coming out of my ears, but Mega Twins is just so darned good you just have to keep playing - and recommendations don't come too much higher than that! If you're ready for more oh-so-lovely graphics and a game which plays like a dream, then Mega Twins is the one for you.

TIM BOONE





AMIGA	
GRAPHICS	90
SOUNDS	84
PLAYABILITY	91
LASTABILITY	89
OVERALL	90

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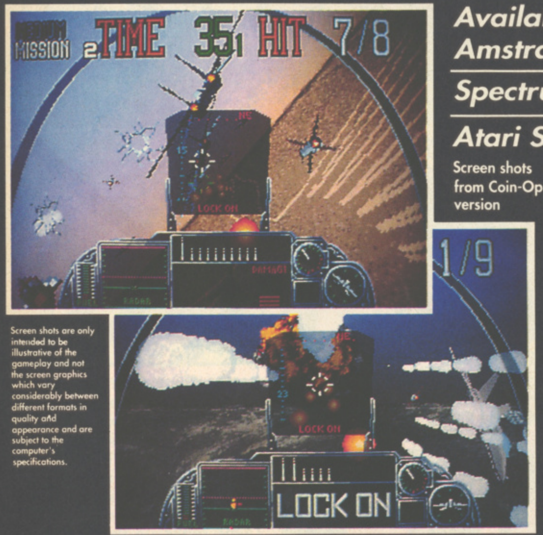

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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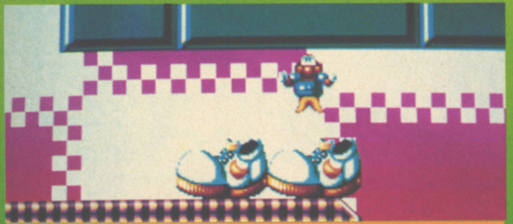
AMIGA **£25.99**

BY US GOLD

Doctor Maybe is not a happy meglomaniac. First of all he was thoroughly trounced by James Pond - Underwater Agent. Now he's been hiding away and planning his next evil escapade. After months of thought, the perfect idea suddenly appears in Maybe's brain - and it's all to do with toys.

But how can harmless toys possibly harm mankind? By altering their workings so that they become psycopathic killers, that's how. One quick jaunt to the Arctic later and hey presto! A toy factory site taken over, the toys are tampered with and the devillish Doc is ready to put his plan into action.

Except that Maybe has not banked upon the wondrous advancements of piscine technology. F.I.5.H agents have devised the ultimate agent - Robocod. Half aquatic animal, half machine, Robocod's directives are to shut down every toy in sight before shutting down Doc Maybe - for good. Sounds easy? It would be, were it not for the fact that there are ten factories to put out of action - and Maybe isn't going down without a fight!

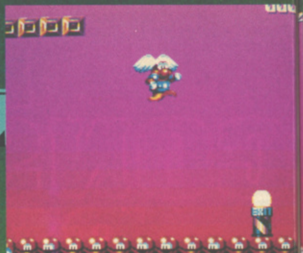


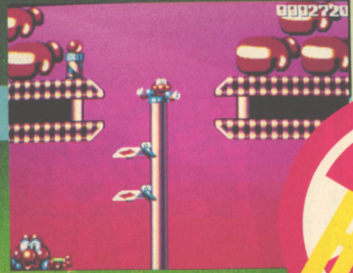
SEEING DOUBLE

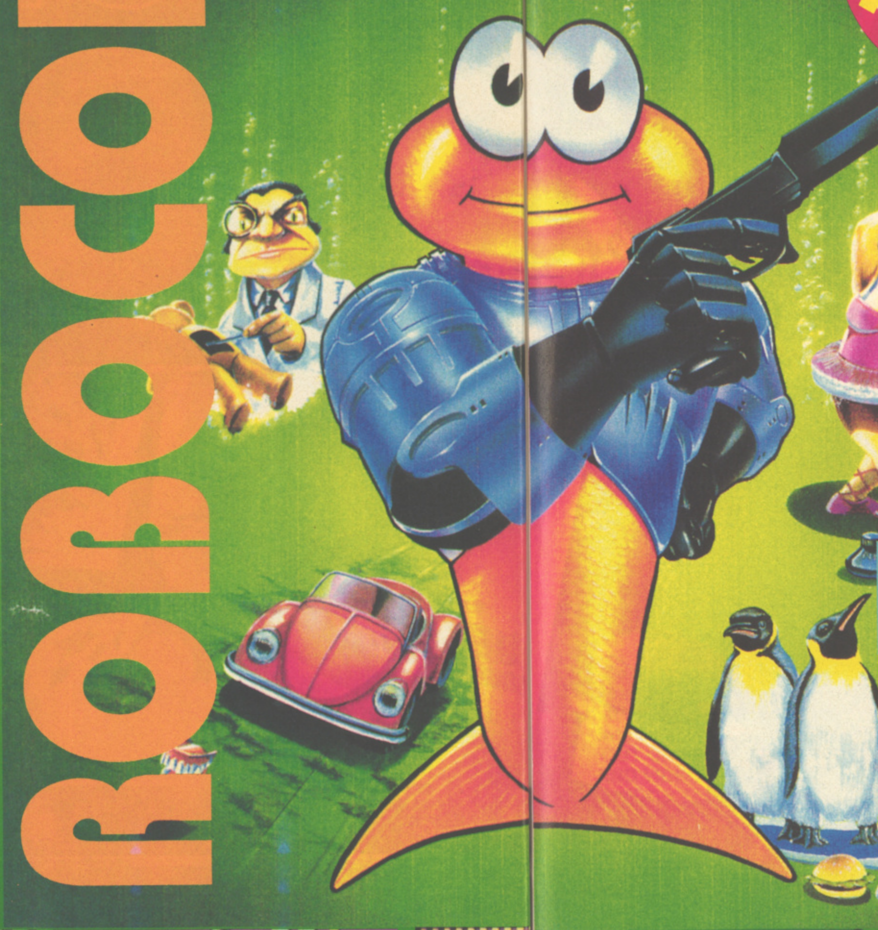
Look familiar to you, this Robocod geezer? That's because he's been modelled from the original underwater agent, James Pond. As if you haven't guessed yet, Robocod is the sequel to that great computer and console game!
While appearances suggest that the two are one and the same, the new, improved version has a number of revolutionary features: some of which you have to see to believe!

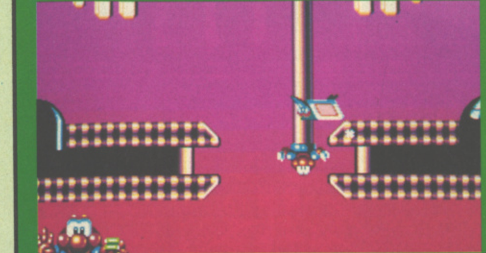
James Pond was a scorcher of a title - so much so that it became one of the few computer games to make the transition to cartridge. And whilst the sequel incorporates a very different style of gameplay, this one looks to be heading exactly the same way! Robocod is an excellent piece of software, lifting the styles of both Super Mario Bros and Sonic The Hedgehog and placing them into a frenetic game full of jolly sprites and challenging platform action. Robocod's graphics really are something special: a jamboree of cute baddies, the best of which is that old sweetie himself, Bertie Bassett! There are also masses of collectables, including one of real significance to myself - a Newcastle Brown Ale Bottle (well, that's what it looks like to me, anyway)! Lashings of sound only add to the game's overall atmosphere, making the overall package one of such a high quality that only a sad fool would deign to pass it by.

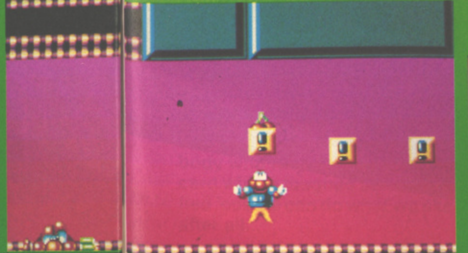
PAUL RAND







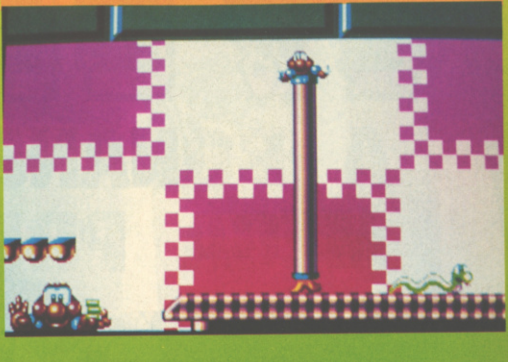




CVG HIT

FULL STRETCH FUN AND JAPES!

Our man Pond has a wide range of skills and talents at his disposal, not least the ability to stretch his body in order to grab hold of the ceiling! Cod can rise miles by stretching his body straight up, then grab an object and shimmy along to avoid those annoying floor-based hazards!



UPDATE

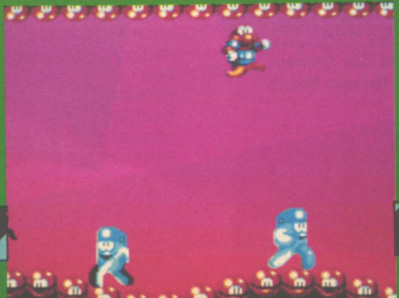
Robocod should be doing his thing on an ST in your pond right about now - so grab it while you can!

SWEET THINGS TO LOOK OUT FOR!

Stuffed full of 70 gorgeous scolling screens, Robocod features all manner of supercute meanies to discover and destroy! Among them is a pretty Bertie Bassett-looking dude who's so cute it's almost a shame to trash him!

Treated to an early preview of Robocod come time ago, I knew we were in for something very special. What an emormous laff this game is! No matter what anyone else tells you, Robo is very reminiscent of both Sonic and Mario - but takes the best bits out of each and creates a fine balance between the two. The graphics are simply gorgeous - somebody has gone to a lot of trouble to get the colour co-ordination just right and make the whole thing look like a big bold bag of jelly tots! Gameplay is where Robocod scores highest, though. There's almost nothing you can't do, and half the fun is finding just what lies in those strange places you didn't think you could reach. I'm fast running out of superlatives here, so let me just say that I think Robocod is one of the best Amiga platform games I've seen. Buy it and pat yourself on the back for knowing a bloody good game when you see one!

TIM BOONE

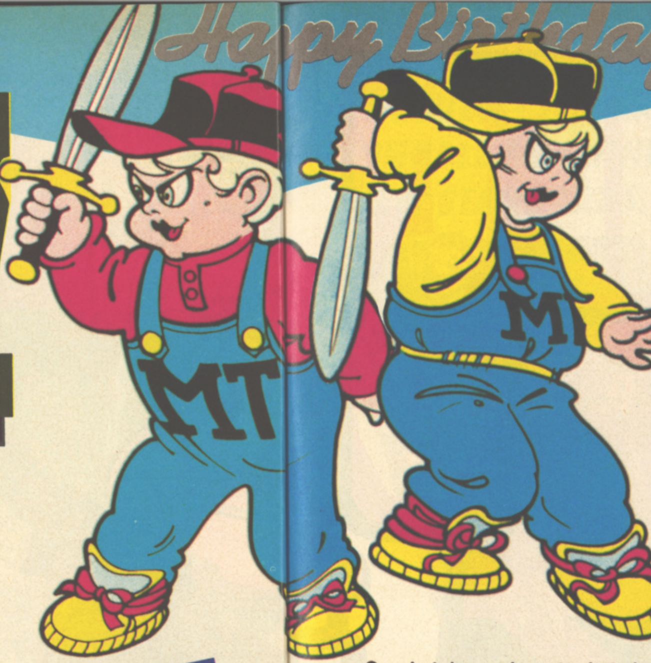


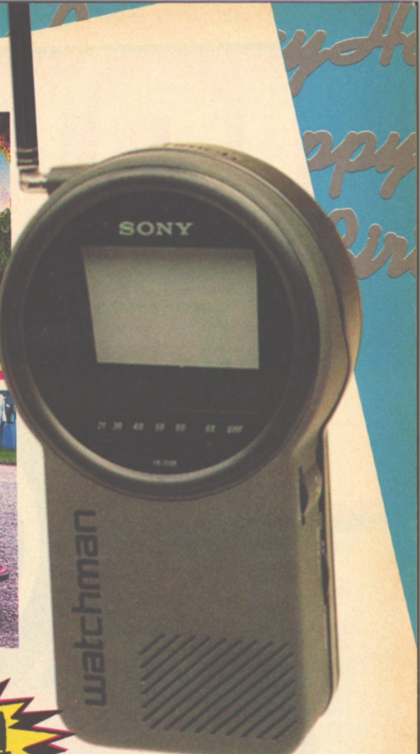
AMIGA	
GRAPHICS	93
SOUNDS	89
PLAYABILITY	93
LASTABILITY	92
OVERALL	93

WIN!

A BONANZA OF MEGA PRIZES!

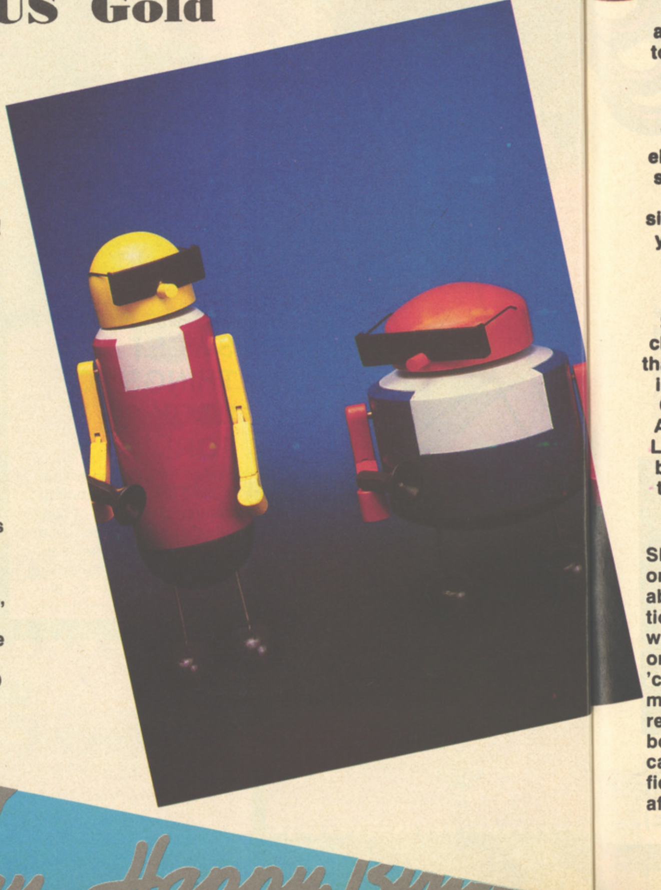
Courtesy of US Gold





Happy Birthday to us!
Happy Birthday to us!
Happy Birthday dear CVG
Happy Birthday to us!

Yes, it's true - CVG is a big ten years old this issue! That's right - TEN YEARS OLD! Incredible or what? By the time you read this you'll already have discovered all sorts of great birthday giveaways on and inside this issue - check out the sensational US Gold swing-on supergoodie doing it's thing on these very pages! Good eh? Well, that's just the start...



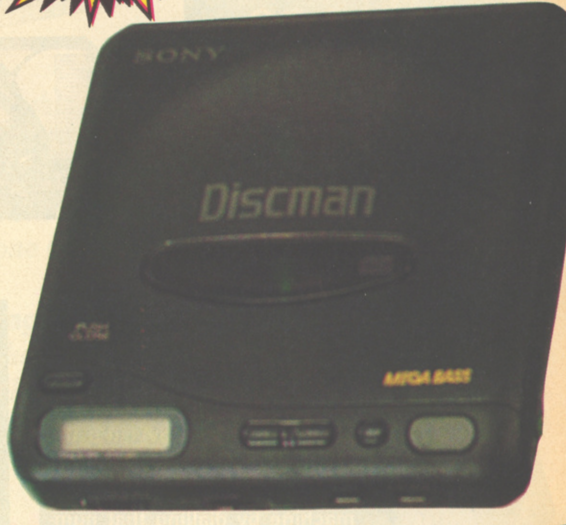
To celebrate CVG's tenth birthday we've got together with the games maestros at US Gold for the birthday giveaway to beat 'em all. Proud as punch of their conversions of arcade hits Mega Twins and Bonanza Bros, those gaming Goldsters are joining CVG for the Computer and Video Games Mega 10 Out Of 10 Giveaway Bonanza!

How does the prospect of winning one of five (yes, five) Sony Watchmans or one of five (yes, f-i-v-e) Sony Discmans grab you? That's right folks, we're giving away a grand total of TEN super Sony prizes together worth more than ONE THOUSAND POUNDS! (Whee! Whistle! Cor Blimey! That'll do for me, Bob!)

So what do you have to do to be the envy of all and sundry as you stroll around town hooked up to the very latest in portable entertainment action and owner of some seriously spanky Sony kit? Listen up...

WIN!

We want you to send us a Birthday Card to celebrate CVG's ten years at the top. Not any old 50p special from Mr Arkwright's fine corner shop but an unbelievably gob-smacking mega card designed and drawn by YOU! You can draw anything you like on the cover, as long as either the Mega Twins or Bonanza Bros are included, the card looks great and gives us a bit of a laff!



So grab your drawing stuff, find yourself a nice clean piece of paper or card, fold it in half, design that card, admire your incredible skill, pop the card into an envelope and fire it off to: CVG MEGA 10 OUT OF 10 GIVEAWAY BONANZA, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and there's a prize each for the best ten! So what are you waiting for? Get going and grab those goodies!

SMALL PRINT: So, here we are in Smallprint Land once again where everything's cool and groovy and absolutely anyone can enter our amazing competitions unless they have anything whatsoever to do with either EMAP or US Gold in which case they can't or we get all upset and don't speak to them ever again 'cos all the usual CVG Competition rules apply which means the Editor's decision is final and we can't return entries even if you enclose an SAE and anybody who rings up to find out what we think of their card will be laughed at loudly and instantly disqualified 'cos we can do what we like 'cos it is our birthday after all...

WIN A PC ENGINE!
0839 500 843
It isn't size that counts, and this amazing little boxful of games glory proves it! This little baby is so gob-smackingly good you've just got to have one, so grab that raprod and flippin' well win one!

WIN A MEGADRIVE!
0839 500 842
The hottest thing this side of the sun, Sega's sexy black box of brilliance is all you need for fun and games galore. You mean you haven't got one? Get on that phone and dial these delightful little digits to win!

WIN A GAMEBOY!
0839 500 844
It's great, it's groovy, it's the most fun you'll find in your pocket! Join those lucky people who own Nintendo's mega mini machine by dialling that number and winning this little slice of brilliance!

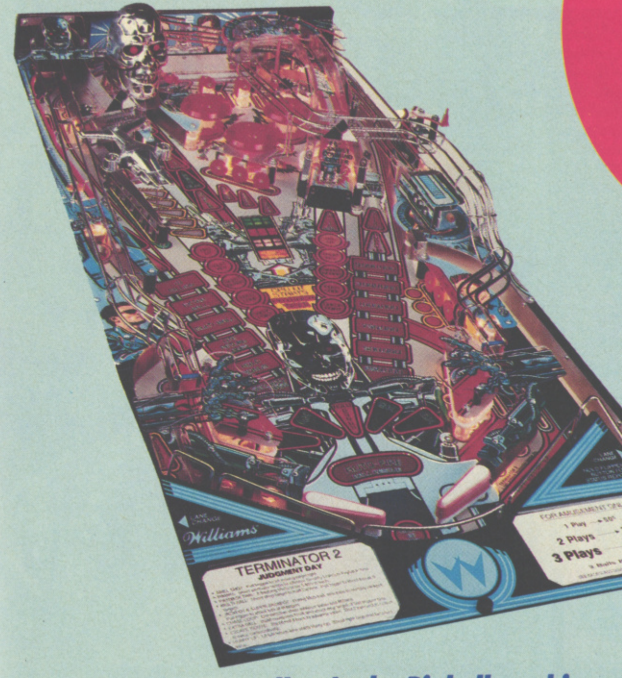
Nintendo SUPER FAMICOM

WIN A SUPER FAMICOM!
0839 500 845
Biggest and best, this machine is so amazing you'll go gaga when you grab one. So how do you get your hands on the superb Sper Famicom? It's easy - you just call that number and win the little beauty!

iF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36P PER MINUTE (OFF PEAK) AND 48P PER MINUTE (PEAK RATE).

It COULD BE YOURS TO KEEP FOREVER - THE EXTRAORDINARY PINBALL MACHINE THAT SETS NEW STANDARDS.

WIN THIS *FABULOUS* PINBALL MACHINE



TERMINATOR 2
JUDGMENT DAY
5009910
T2

Here's the Pinball machine that brings to life the biggest action film of all time with a dramatic musical score, staggering light and sound effects, breath-taking graphics, and speech from the one and only Arnie himself!
Packed full of some of the most exciting features ever seen in the UK, this is the most action packed Pinball game of all time. So don't miss out on this opportunity to win one soon.

DIAL NOW!

0898~333420

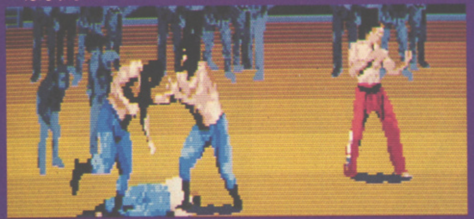
This competition is open until 1st May 1992 - if you don't pay the bill ask the person who does before you dial.
Upton Ltd. PO Box 1841 London NW1 0JS - Calls cost 36p per minute cheap rate and 48p per minute at all other times.

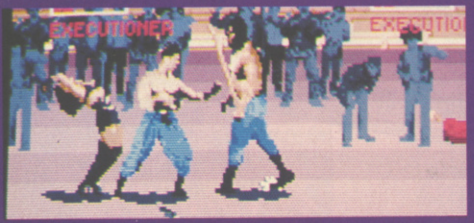
AMIGA £24.99

BY DOMARK

The crowd is gathering. Money is changing hands. The adrenalin is beginning to build. The lights dim. Shadows become silhouettes before stepping out of the darkness to reveal the muscular frames of the fighters: lean, mean fighting machines who will do anything and everything in the search for extreme violence and a big payoff. Such is the world of the streetfighter - a world captured in all its glory in Domark's conversion of the Tengen coin-op.

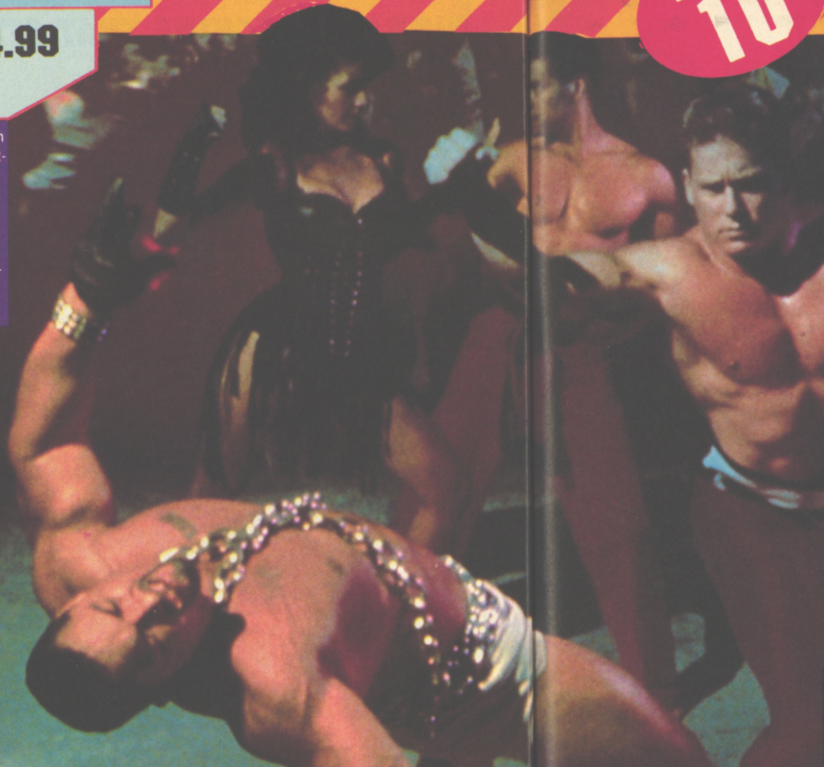
From a choice of three combatants, each with their own particular strengths, one or two players go into the pit and battle against the line-up of top brawlers, both male and female, who are put before them...

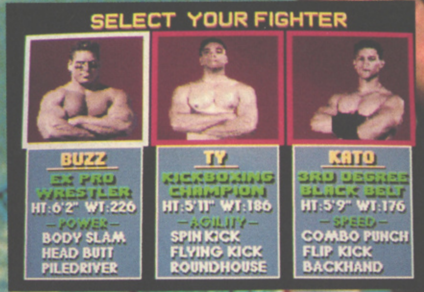




Pitfighter has to be one of the most conspicuous arcade games around. With its use of enormous digitised, scaled sprites and ultra violence it was also going to be one of the most difficult conversions to produce. Thankfully, programmers Teque have turned in a competent job. Graphically, Pitfighter is very good - not as awesome as the coin-op, but not far off with massive, reasonably smoothly animated characters. Special mention must go to the sprite scaling, which works remarkably well, helping in no small way to capture the feel of the arcade original. The same is true of the sound - with plenty of "oof"s and "urgh"s and a cracking tune. Where Pitfighter can be fcund lacking is in its control. It takes what seems like ages for the characters to respond to your joystick movements and sometimes they don't do anything at all! Having said that, you learn to anticipate movements and get the shot in before your enemy can do anything and it's at this point that Pitfighter becomes a satisfying, if not completely accurate, conversion of a fabulous coin-op.

PAUL RAND





SELECT YOUR FIGHTER

BUZZ	TY	KATO
EX PRO WRESTLER	KICKBOXING CHAMPION	3RD DEGREE BLACK BELT
HT:6'2" WT:226	HT:5'11" WT:186	HT:5'9" WT:176
—POWER—	—AGILITY—	—SPEED—
BODY SLAM	SPIN KICK	COMBO PUNCH
HEAD BUTT	FLYING KICK	FLIP KICK
PILEDRIVER	ROUNDHOUSE	BACKHAND

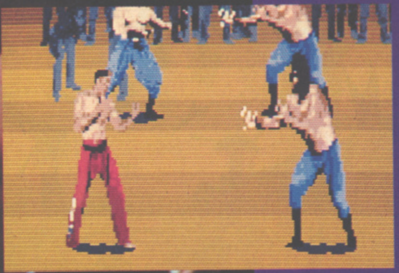
FIGHT HARD FOR BIG MONEY!

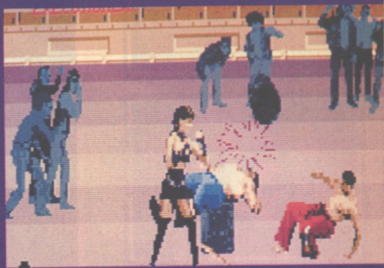
There's cash to be had - lots of it - but the real spur is that of hopefully reaching the high point of the streetfighting game; the battle with the Final Warrior. There's a real hard slog ahead of those wishing to pick up the gauntlet, but the rewards for the victor are too great to ignore...

WE ARE 10

PIT FIGHTING HEROES

The original Pitfighter coin-op allowed three players to fight simultaneously against both the opponents and each other. Due to the computer's restrictions, that number has had to be reduced by one, but there are still the orginal trio of pit fighters to choose from. Here they are, in all their glory.





UPDATE

You lucky people! Pitfighter is coming soon on all major formats, so you too can kick ten bells out of someone without getting hurt!

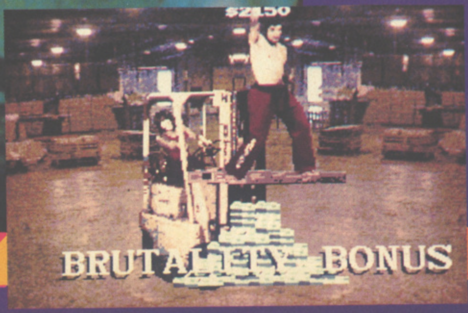
With Christmas just around the corner, it could be a straight scrap between this and Final Fight - reviewed last ish - for the number one slot in Santa's sack. Domark took on one mother of a task when they said they were converting this Atari coin-op, and thankfully the results are pretty good! Tackling the arcade original's sprite scaling head-on, they've come up with a graphics system which just about apes the coin-op and looks pretty damn good on the Amiga when you see it first time. You'll find loads of features from the original included in the game - scrapping away in the middle of the crowd, these bloodthirsty so-and-sos will try to push you back in if you try to do a runner! Boasting some fine digitised graphics and well above average sound, Pitfighter has all the hallmarks of a great game, but is let down in the playability stakes by a control method which is a bummer at best and a bitch at worst. Once you allow for this, and you will, Pitfighter becomes a game you'll want to return to - but I have to say that US Gold's Final Fight just has the edge in the playability stakes. Try to take a look at both before you buy and decide which one's right for you.

TIM BOONE

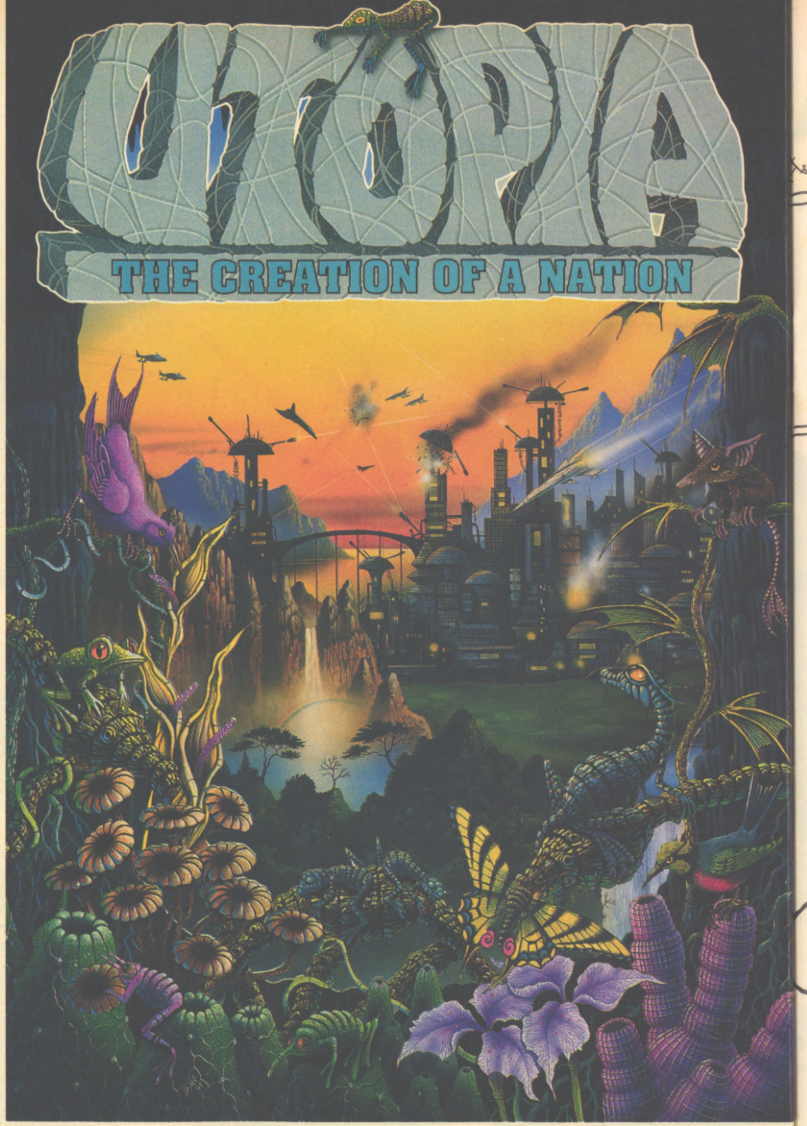
HIT 'EM WITH EVERYTHING YOU'VE GOT

It's all very well, trying to put someone on the floor using fists and feet alone, but some of these guys and gals are tough nuts to crack, which is when something a little extra is required.

On certain stages the fighters are given access to weapons left strewn around the pit, which they can pick up and use against their assailants. Armaments include knives and sticks, barrels and even large wooden crates, some of which contain power pills which allow the characters (and their opponents, if they should collect them) to hit even harder than before!



AMIGA	
GRAPHICS	84
SOUNDS	79
PLAYABILITY	76
LASTABILITY	81
OVERALL	80


UTOPIA
THE CREATION OF A NATION
Screen shots from various formats.

"The best game Gremlin has ever released." 94%

"A cross between Sim City & Populous." 93%

GAMES-X GAME OF THE WEEK "Utopia is an excellent game."

AMIGA COMPUTING GAMER GOLD 93% "The next Generation in Godgames"

Ace Rated 920

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on: PC (1992), AMIGA & ATARI ST/STE.

Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS.

OH LORDY! IT'S...

BIRTHDAY BLUES

Dear YOB,
I have been writing to you lots of times to win £100 but I have never won it. The reason I have tried to win £100 is because I am saving up to buy something for my sister's birthday. I am going to get her a game for her Megadrive because when it was my birthday she bought me a game for my Nintendo. So please, please, please can you lend me £100 - not for me but to buy my sister a present.
Me and my sister buy CVG every month. In issue 116 we noticed a little mistake on page 48. The review of Heroquest received a HIT! mark but overall it received only 87% and a game has to have 90% or more to become a HIT! Finally, I would just like to ask you, are there any WWF Wrestling games for the NES? Anyway, I have to go now. Bye.
ALEC WILLIAMS
London

PATHETIC, ISN'T IT!
SIS
YOB

YOB: OK Smart Alec, it's time for red faces all round. Heroquest got the HIT! 'cos Jon can't count too well and ran out of fingers past twenty-toe. As for WWF Wrestling games for the NES - I've decided your letter is worth about 00% because you obviously haven't read our exclusive Preview which would have told you all about it! This means you're definitely not a HIT! with the CVG crew and don't get any cash at all. Happy Birthday Sis.

FILTHY FLEAPIT FROLICS

Dear YOB,
My name is Daniel, I'm 20 and I work in the cinema box office in Middlesborough. One evening I was a bit surprised by the behaviour of a small boy. He bought a ticket to see Cinderella, proceeded to Screen One and, ten minutes later, returned to buy another one. He went away again and returned to purchase a third ticket. Then he went away, returned once more and, yet again, came back and bought a fourth ticket. But by this time the show had started so when the boy came back to buy a fifth ticket I asked him "Why do you keep coming back and buying more tickets?" The boy replied: "Every time I try and get into the cinema some chap takes my ticket and tears it in half!"
DANIEL JACKSON
Middlesborough, Cleveland

YOB: My name is Yob, I'm 603 and I work in a phone box in Skegness. One morning I surprised myself by printing a crap letter by Daniel Jackson without tearing it in half, throwing it straight in the bin, writing him off as a useless pain in the jacksie and vowing never to visit the Cleveland Estoria fleapit ever again.

COMPO CREEPO

Dear YOB,
I once met Paul Glancey's sister-in-law's grandma's third cousin's nephew's sister's penfriend's auntie's late great uncle's twice-removed sister through marriage on holiday. Can I still enter the CVG competitions?
SIMON A
Accrington, Lancs
YOB: Yes, provided you mark your envelopes I'm Simon The Useless Fart, enclose a tenner a time and don't ever expect to win a thing.

IDIOTS RULE, OK?

Dear YOB,
Are Master Systems phased out? If so, do you want to buy one (seeing as you're a poor old YOB) because, having a Game Boy and a Megadrive, I have stopped buying Master System games.
OK
Stretford, Manchester
YOB: Have you been drinking the Fairy Liquid again? Phase out the Master System? What are you on!? Just take a look around you and check out all the fab titles coming out for this machine. With the likes of Xenon II and Super Kick Off, to name just two, I reckon the Master System's here to stay - so skulk off to wherever anyone can stand you and count yourself lucky every day that passes and nobody beats you up for having a brain the size of a walnut, OK?

YOB'S MAILBAG!

SUPER SONIC SILLINESS

Dear YOB,
Listen up, because you and the rest of the gang at CVG are in B.I.G. trouble. My mate has recently bought a copy of your magazine and thought it was time to get rid of his Atari 2600 and buy something a little more stylish, so he went and bought himself a Megadrive and everything was fine until he saw a review in your magazine about a certain character called Sonic.

This changed his life dramatically. Thanks to you and your gang my mate has had his hair spiked up and dyed blue and keeps on doing forward rolls and then jumps up at the curtains, trying to rip off the rings that hold them up. Also, instead of his usual chant of "Cowabunga!" he now says "Totally Sonic, Man!"

Well, you'd better lock your door tonight, YOB, because myself and my mate's mother are coming for you, armed with an electric razor and shears and if we catch you we're gonna turn you into a nice young gentleman with a stubbleless face as smooth as a baby's bottom. Shake in your slippers, creep.

NEIL GOWEN
Pontypridd, Mid Glam

PS Are you married?

YOB: Are you asking?

SOCCER? WHAT A BALLS-UP!

Dear YOB,
Now I am not one to harp on constantly about the lack of variety found in Megadrive games. I can tell you that I love playing Zero Wing, Hellfire, Gynoug, Fire Mustang, Thunderforce I and II, XDR, Truxxton, Curse, Darwin 4081, Grenada X, Insector X, Flying Shark, Musha, Whip Rush, Phelios and Tara! Tara! Tara! just as much as the next man. Indeed, I cherish my little black and plastic number, my Megadrive, and often demonstrate my love to it through its cartridge slot. Come to think of it the circuits don't seem to be running as smoothly as they used to.

As well as my physical devotion to my beloved beauty, I often like to buy it gifts and the single present I would most like to buy it would be a decent football game. I have shrewdly studied, scanned and scoured your sapient magazines and noticed that on other formats there are loads of great soccer games: Kick Off and Kick Off 2, Formation Soccer, Soccer and tons of others found on home computers.

The Megadrive is left with incredibly crap Italia '90. Kick Off 2 is even going to appear on the Game Gear, so I am sure it is not down to technical deficiencies on the Megadrive that a good football game cannot be produced for it. So please could you tell me if there are any decent soccer games coming out on the Megadrive and if there are not can you explain why the hell not!

DAVID CARTER
Woodlands, Southampton

MUMMY CARTER
DEAR YOB

YOB: I asked the boys about this one, and the word from the CVG soccer yobbos is that anybody who makes Megadrives and doesn't make sure there's a conversion of Kick Off available for it as soon as possible has got to be right off their soccer rockers! I don't know anything for sure 'cos nobody will tell me, but somehow my Spidey sense tells me you won't be a poor, sad, soccer-starved Megamaniac for too long - provided you find yourself a girlfriend before your machine gets too shagged out.

DOES SIZE REALLY MATTER?

Dear YOB,
I am 13 years old and have a 32K BBC and a Sega Game Gear, both if which I use a lot. Ignoring the BBC, there is only one thing that irritates me: Machines like the Lynx and Game Gear are perfectly capable of producing excellent graphics, but I have yet to meet a great deal of people who think that having a handheld means having a proper console. Mostly their attitude is: "Okay, so when do you get this console then?" Down my neck of the woods, some see it as an expensive version of one of those Systema jobbies that you can get down at Argos for £5.99!

Ok, so maybe it can run on virtually any power source you can throw its way and is no bigger than a very large box of fags, but the Game Gear still has 32 on-screen colours from a palette of 4096 (bigger than that of the Megadrive!) and totally wicked sound (the end tune on Shinobi, for instance).

Does its size alone mean that it is too small to be taken seriously?

Incidentally, do you know of any plans to release Sonic The Hedgehog on the Game Gear (date if possible, please)?

NIALL MASON
Woodthorpe, Nottingham

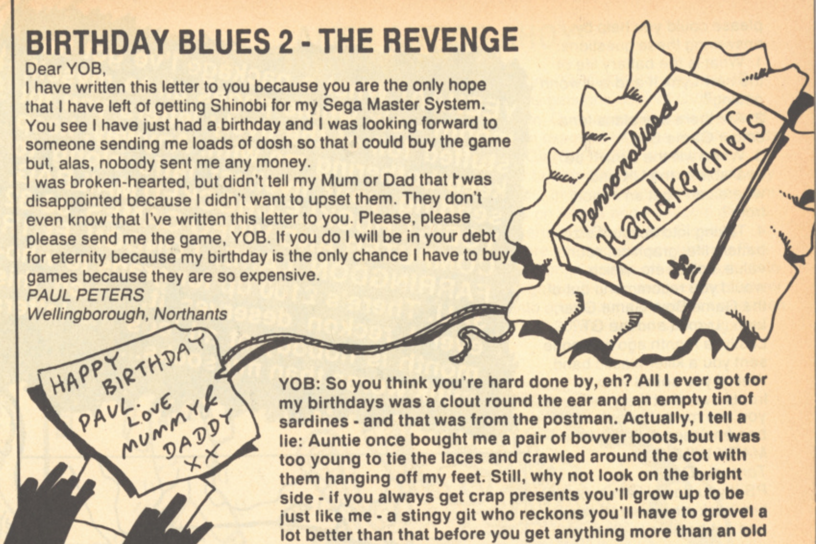
YOB: So your mates reckon handhelds aren't proper consoles, eh? How come they've now got their very own magazine then, free with CVG? Don't your miserable mates look stupid now? As anyone with any sense will tell you, gaming on the go is the best thing since curry powder and margarine sarnies, so I suggest you have a few for tea and fart loudly in the general direction of anyone who doesn't realise what mega machines handhelds really are. Handheld Sonic? Sega always have plenty of aces up their sleeves, and the cute little critter could soon be turning up in all sorts of places. But what's all this about the Game Gear's colour pallette? If you really believe that claptrap I think you need a large Vindaloo, plenty of Andrex and two tins of air freshener to cure your condition. Next...

BIRTHDAY BLUES 2 - THE REVENGE

Dear YOB,
I have written this letter to you because you are the only hope that I have left of getting Shinobi for my Sega Master System. You see I have just had a birthday and I was looking forward to someone sending me loads of dosh so that I could buy the game but, alas, nobody sent me any money.

I was broken-hearted, but didn't tell my Mum or Dad that I was disappointed because I didn't want to upset them. They don't even know that I've written this letter to you. Please, please please send me the game, YOB. If you do I will be in your debt for eternity because my birthday is the only chance I have to buy games because they are so expensive.

PAUL PETERS
Wellingborough, Northants


Personalised
Handkerchiefs
HAPPY BIRTHDAY PAUL. LOVE MUMMY & DADDY XX

YOB: So you think you're hard done by, eh? All I ever got for my birthdays was a clout round the ear and an empty tin of sardines - and that was from the postman. Actually, I tell a lie: Auntie once bought me a pair of bovver boots, but I was too young to tie the laces and crawled around the cot with them hanging off my feet. Still, why not look on the bright side - if you always get crap presents you'll grow up to be just like me - a stingy git who reckons you'll have to grovel a lot better than that before you get anything more than an old bovver boot up the backside...

GISSA CONSOLE, GO ON...

♫ YOU'LL NEVER ♫

Dear YOB,
Please could you print this letter for me. Me and my friend entered a competition to win a Megadrive and my friend won. Thing is, he has already got a Super Famicom and a Sega Game Gear and now he has the Megadrive as well.

Please, please could you send me a Megadrive. I would be very happy if you could send me one as I have not got a console or computer, but I am still a big fan of CVG.

CHRIS STEPHENS
Bootle, Merseyside

♪ SCROUNGE ALONE ♫

YOB: Dear Chris Stephens' Friend,
So you're a moneybags gamesplayer, eh? Here's how to exploit your poor mate and make oodles of dosh with which to buy more consoles and games. Just charge the little oik 10p every game he plays on any of your machines (20p for new titles) and watch that cash roll in! Sad thing is he'll have to pay you out of his pitiful pocket money and won't have much left after buying the stamp on his crap letter to me. Oh well, you can't win 'em all...

HAPPY HANDHELD HILARITY

Dear YOB,
Seeing as you print letters from other countries, I'll expect this letter to be printed becuase it comes all the way from that tropical, foreign town of Torquay in Devon.

Anyway, I have recently sold my Amiga and intend to buy a hand-held console, so please could you help by answering these questions:

1. What is the battery life of the new Lynx II and is it worth getting?
2. Are there any plans for a colour Game Boy?
3. When will the Lynx II be available in the UK and where can I get an import from?
4. Taking into account size, battery life, graphics, sound, value, colour etc, which would you recommend out of the Game Boy, Game Gear, Lynx, Lynx II and the GT?

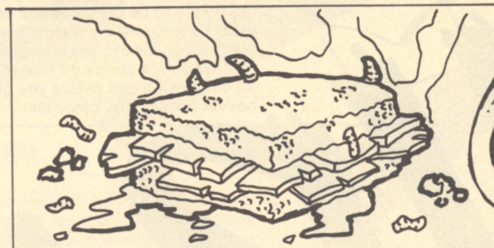
Lastly, a month ago someone sent you a killer elastic band. Well, if you soiled your Y-fronts over that then wait until you see my pet killer bumble bee enclosed with this letter!

MARK WILLIS
Torquay, Devon

PS If you don't like him, send him back otherwise I'll cry and not be able to sleep at night!

YOB: 1. Longer than normal. Yes.
2. Um, yes, well, maybe...
3. Now. Anyone who hasn't sold out.
4. Depends what you want and how much cash you've got to spend, which is probably not much if you keep sending pathetic plastic bumble bees through the post and wasting everybody's time with crap questions.

YEEHAA! What a package I've got this month - six whole pages all to myself, stuffed full of the lively letters you lot keep bothering me with. Anyway, keep sending your liveliest laffs along to YOB'S CHUCKLE-CHOCKED MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £100 up for grabs to whoever I reckon deserves it, which this month is nobody at all 'cos the letters stink worse than my socks...



SILLY SQUABBLES DRIVE ME MAD!

Dear YOB,

I'm just writing to say that I hate the way a lot of people who write into your Mailbag put down other computers and their friends' computers.

They can't be much of a friend if they have the cheek to write in and put down their friend's computer. So maybe the Master System isn't brilliant but it's a damn sight better than what they've got to say.

LIAM FLETCHER
London N8

PS I just bought Sonic The Hedgehog and Hard Drivin' for my Megadrive and both are supercool.

YOB: Liam, my lad, a six-week old cheese sandwich is better than anything you've got to say. If you think the Master System's so utterly amazing, why did you upgrade to a Megadrive? Doh!

WHAT A LOAD OF WAFFLE

Dear YOB,

I have written to you so that you are well informed of your debt to my company. As you know fine well **(Eh? YOB)** I am Mr Tatty, the manager of Wafforder, the waffle mail order company in Tibet. As soon as we received your cheque we went straight to the bank and it bounced. When I arrived back at the offices it was too late, Mr "Pigeon Brain" Versatile (one of our workers) had sent your order away).

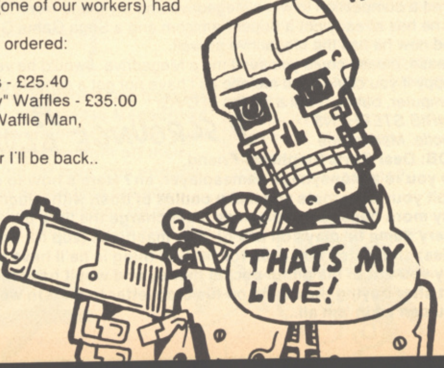
To jog your memory here is what you ordered:

1. 40 Waffles (special price) - £20.40
2. Psychadelic Flower-Power Waffles - £25.40
3. "Are You Trippin' Trendy Homeboy" Waffles - £35.00
4. 30 Triangle Waffles with "Hey Mr Waffle Man, Can I Lick Your Dimples" - £20.00

That makes a total of £100. Pay up or I'll be back..

SCOTT WILMOTT
Lanarkshire, Scotland

YOB: Were you ever here?


THATS MY LINE!

WHOOPS! WHAT A WHOPPER!

Dear YOB,

I am just writing to let you know what a cheat Neil J Smith of Ashford, Middx is. Remember him? He wrote that lovely, long letter to you in CVG no 117 entitled "Come On, Play The Game", or so he would have us believe. In fact it is a complete word-for-word rip-off of a letter printed in the May 1991 issue of the American magazine GamePro (which I enclose to prove my point). Please could you mention this in your next issue to let Neil and anybody else for that matter, know that they can't get away with trying to snatch a quick £100 for themselves when there are for more discerning readers ready to catch them out!

WAYNE SIMPSON
Wrexham, Clwyd

YOB: Oh dear, naughty Neil! What have you got to say for yourself, you 'orrible little Mailbag fraud! Well, get out your waterproof boxer shorts 'cos I've passed all this on to Game Pro's Copyright lawyers, who should be knocking on your door right about now.

KNOCK KNOCK
NIEL

ALIEN ANTICS AHOY!

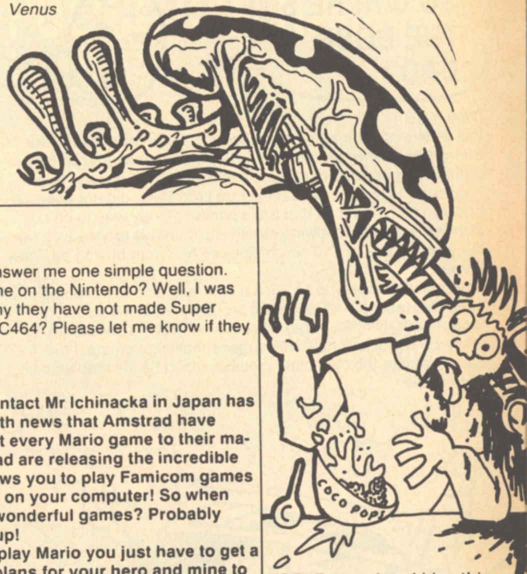
Dear YOB,

I am a Martian from Venus, colony 33BG (33 Boring Gits), ID number 7654123875. Our colony gets one copy of CVG every month, only there is one problem. Our pages are censored and as I am on the censor team I am exposed to some terrible words. Crap **(Crap? YOB)** is one and Git **(Git? YOB)** is another.

We would like to know why our brilliant ZX81s have not had any reviews lately and, when they do, get only five to seven per cent overall as opposed to 90-100% on Amiga and Famicom games.

We also have a crap letter department: Bongo the Clown is C.R.A.P. in capital letters. We are sending a crack team to Purley, Sussex with orders to blow Bongo's head off and blast it into orbit around Mars then off to a galaxy far, far away called Galaxy Delta Zeeba Bleeba and put into orbit around Zleeba 14 and then we are going to blow his crap VIC 20 with brand spanking new 3K upgrade up to join him.

MONGOL THE MARTIAN
Venus



YOB: Remember, kids - this is what happens when you eat too many Coco Pops for breakfast.

MARIO MANIA

Dear YOB,

I was wondering if you could answer me one simple question. You know the Super Mario game on the Nintendo? Well, I was wondering if you can tell me why they have not made Super Mario Bros for the Amstrad CPC464? Please let me know if they have one planned.

IAN WESTLEY (AGED 8)
Wolverhampton, W Mids

YOB: Funnily enough, my contact Mr Ichinacka in Japan has just send me a red hot fax with news that Amstrad have bought the license to convert every Mario game to their machines! Not only that, Amstrad are releasing the incredible Famstrad adaptor which allows you to play Famicom games including Super Mario World on your computer! So when can expect to play all these wonderful games? Probably never, 'cos I just made it all up!

Sorry Ian, but if you want to play Mario you just have to get a Nintendo, 'cos there are no plans for your hero and mine to make it onto any other machine. So your chances of playing Mario on your CPC are as slim as our next contestant having any brains...

GIVE US A TWIRL, ANTHEA

Dear YOB,

How's life these days? **(Not bad - YOB)**. Well, there are just two things I want to say. Firstly, what a steaming bowl of curry diarrhea Marco Gohring is, you know, the one from issue 117. **(It's Gehring, you plonker! - YOB)**

Firstly he tells some tripe about having a huge amount of computer and console equipment. Then he complains about the price of CVG (even though he seems to have enough money to buy Fort Knox). After that he bumlicks Ricky Leadbetter and to finish it all of he tells us he's a Kylie and Jason fan!

Secondly, what's happening to Mean Machines? It's becoming like Amateur Photographer, what with all those car crash photos.

BRUCE 'CHIN' FORSYTH
Pontlanfriath, Gwent

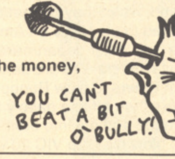
PS I find Yob's Mailbag the most entertaining 10 minutes of every month. Even the crap bits are better than Little and Large.

YOB: Brucie, listen to me. You know you can get into serious trouble writing letters like this to magazines. Some people might get the wrong idea, decide you were actually quite funny, give you decent shows to host on TV and think you weren't a talentless bumboil after all. Awwright my luuv?
PS Thanks for nothing! Even bits of crap are better than Little and Large...

ELVIS EXPOSED!

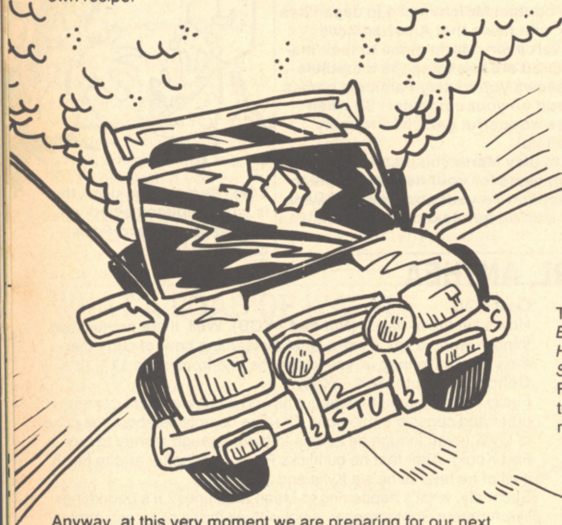
Dear YOB,
May Allah bless your smelly armpits! For many moons you made CVG readers believe that YOB is your real name. However, after casting many powerful and arcane spells, I have discovered that you are really Elvis Presley!
I am your most devoted servant, O' King of Rock and Roll, for you are truly the funkiest being in the universe (except, of course, for Jim Bowen).
DAVID NICHOLAS
Sancton, E Yorks

YOB: Well it's one for the money,
Two for the show,
Three to get ready,
Now go, you prat, go...


YOU CAN'T BEAT A BIT O' BULLY!

SO WHERE'S THE DOSH, DAD?

Dear YOB,
We write this letter to try to expose the sheer crapness of our friend's dad. After saving his hard-earned money for six to seven months Stu decided to purchase a kosher, well-spoony Super Famicom. However, his dad, in true crap style, did not approve and soon we had a tip that Stu's pocket money was to be cut. Sure enough, the following month Stu's pocket money was reduced from £32 to £10 which stopped him from buying any new games.
The question is why is he such a tight-ass, cheapskate sod? For example, recently while having a cup of tea at his house (we brought our own tea-bags) I discovered that the sugar had actually consisted of chalk with sugar sprinklings on top. I did not dare examine the chocolate mousse which he claimed was his own recipe.



Anyway, at this very moment we are preparing for our next mission by donning our cunning disguises (tight worn on the head, Dirty Harry sunglasses and essential rubber leotards). We will then drive down to Stu's house in our custom-built Marina. On arrival we will break in and tie up Stu's dad. Following this we will slap him across the face with wet towels and leather gloves for three hours. Until we write again!
ANTI-CRAPPER CREW
Near Stu's House

YOB: Who says computer games are bad for you?

ANOTHER PRIZE LOSER

Dear YOB,
If you don't gibe me that hundred pounds prize I'm not going to believe you give it out at all and just write that you do so that people will write in to you. Also I'll get my gang of Mr Nintendo, Mr Atari, Mr BBC and Mr Curly to duff you up.
Also, I think Segas are completely crap, because when I went to Mr Nintendo's house he showed me a page in crappy Sega Power magazine where the whole page was covered in jokes about Nintendo owners, such as: "How do you confuse a Nintendo owner? Put P.T.O on both sides of a piece of paper." So anyone who has a stupid Sega are absolute dimbos. Also, I'd like everyone to know that David Flinn and Timothy Thomas are as stupid as a half-baked potato because they own Segas and think Nintendos are crap.
MR BUURRD
Llandaff, Cardiff

YOB: Q: What's more annoying than people from Llandaff?

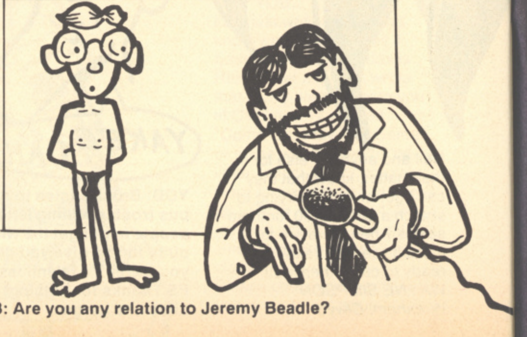
A: Nothing I can think of.

POOR POETRY CORNER!

Dear YOB,
As you may have bloody well guessed, this is just another feeble attempt to gain that renowned one hundred pound note! Here's my effort...

Kicking ass, it's your ambition
Every day of your sad life, you're on a mission
To fight to death and mutilate all readers
And hang by the privates all non-believers.
Violence, destruction and weakling abuse
A daily regime of console misuse
Shoving it where no long arm could reach
And only retrievable by use of a leech.
The holder of great knowledge and a foul tongue to match
Owner of all diseases which your aim was to catch...
Contaminating people at the rages you throw
And all the above reasons are why we hate you so!

That piece was called "The Compliment".
BARRY WHITE
Head of the long-forgotten Darth Vader and Yoda Appreciation Society and Completely Insane Roleplayers Posse
PS Is Paul "Posing Pouch" Glancey any relation to Irwin R Sheister of WWF Wrestling fame? The visual resemblance is mind-numbing.



YOB: Are you any relation to Jeremy Beadle?

Cisco Heat
ALL AMERICAN POLICE CAR RACE ™
JALECO
LET US BEGIN, AGAIN.
POWELL & HYDE STS
POLICE
JALECO

It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.
Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.
With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and race for glory.

96.7
6TH
116
GOLDEN GATE BRIDGE
POLICE
59.7
8TH
044

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WIN!
AFTERBURNER
•IT'S MASSIVE! •IT'S INCREDIBLE!
•IT MOVES! •IT'S AWESOME!
•IT'S YOUR OWN FLIGHT SIMULATOR!
CALL 0839 550036
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WIN
THIS AMAZING PETROL-ENGINED OFF-ROAD GO KART!
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IT HAS A POWERFUL PETROL ENGINE
IT'S EASY TO RIDE! IT'S FAST!
IT COULD BE ALL YOURS!

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THIS RAPID RADIO CONTROLLED TRUCK!
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IT'S INCREDIBLE

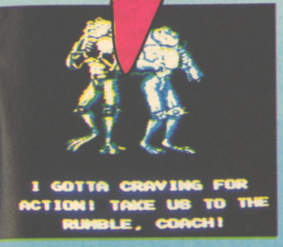
THEY'RE WILD
WIN
STRAIGHT FROM THE USA!
0839 550039
A PAIR OR SUPER FAST SUPER TRENDY
ROLLERBLADES

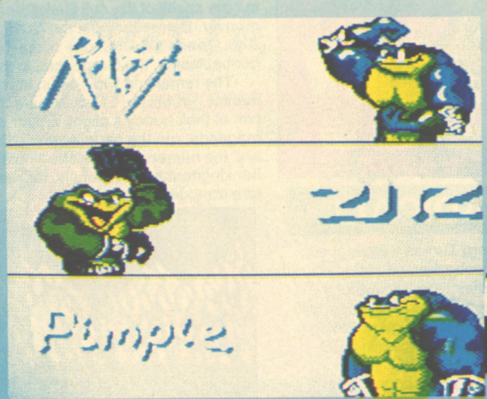
MOUNTAIN MADNESS!
PEDAL PUSHING
PRIZE ONE
A MUDDY FOX GENT'S BIKE PLUS A LADIES BIKE!
PRIZE TWO
A KID'S MUDDY FOX, MOUNTAIN BIKE!
CALL 0839 550040
CALL 0839 550041

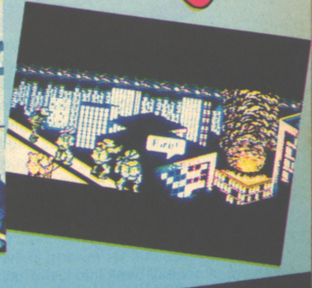
WIN
THIS STUNNING CAMCORDER
•MAKE YOUR OWN VIDEOS
•YOU COULD BE A MOVIE STAR!!!
CALL 0839 550042

Calls cost 34p (cheap rate) 45p (at all other times) per minute inc. VAT .
For winners list send s.a.e to Megafone Ltd, Sandylands House, Morecambe, LA3 1DG.
Average duration 5.5 minutes. Ask your parents permission before you call.

BATTLETOADS VS TURTLES

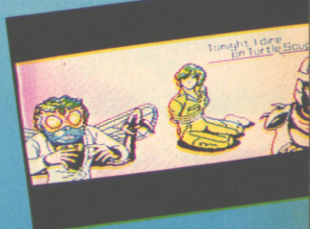

I GOTTA CRAVING FOR ACTION! TAKE US TO THE RUMBLE, COACH!

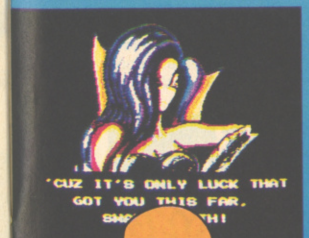

Rash
Zitz
Pimple

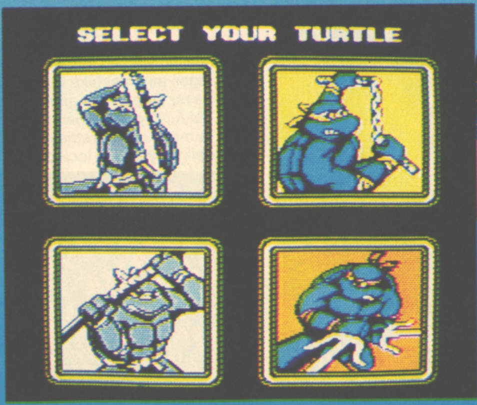


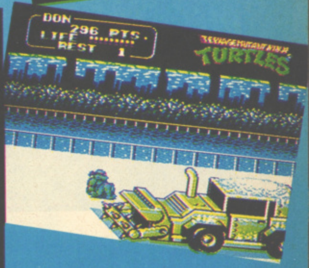
COWABUNGA, TOADS! They're going to be two of the hottest titles to hit the NES - and we've got Exclusive previews on the pair of 'em! Turtles II and Battletoads should both be touching down on a Nintendo near you in the near future - and they're both looking totally fab!

First as usual, we've gotten hold of pre-production carts for a close look at the thrills 'n' spills coming your way soon. So, without further ado, let's get that lowdown...


Tonight I dine on Turtle Soup


'CUZ IT'S ONLY LUCK THAT GOT YOU THIS FAR, SNA TH!


SELECT YOUR TURTLE


DON
296 PTS.
LIFE
REST 1
TEENAGE MUTANT NINJA TURTLES

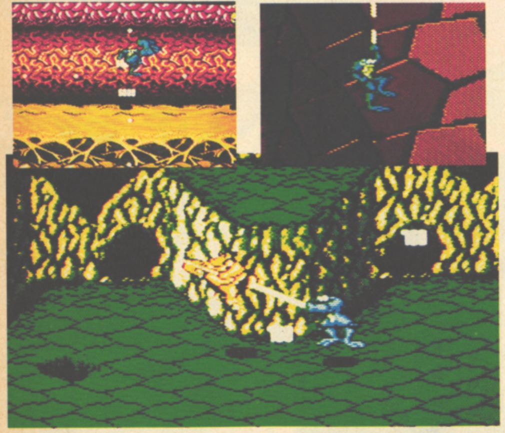
PRE VIEW

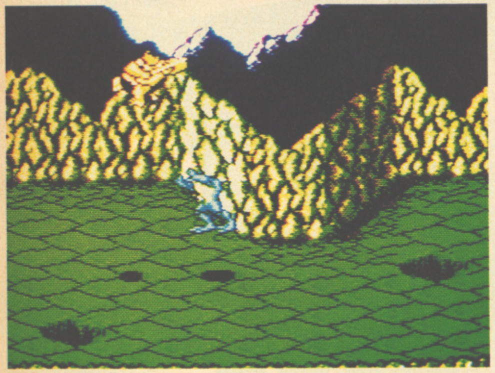
TOADALLY RADICAL!

If you thought the Teenage Mutant Hero Turtles were big, you ain't seen nothin' yet! Move aside greenbacks and make room for another bunch of amphibious buddies - the Battletoads!

This trio of space-faring mutants are already hot property in the States thanks to an all-out marketing campaign including a cartoon series - and just after Christmas there'll be an NES game available, too!

First as usual, we've gotten hold of a pre-production version of the cart - due for release in the early part of 1992 - to give you a sneaky peek into just what the three frog-like funsters will be getting up to on your Nintendo. Toads away!



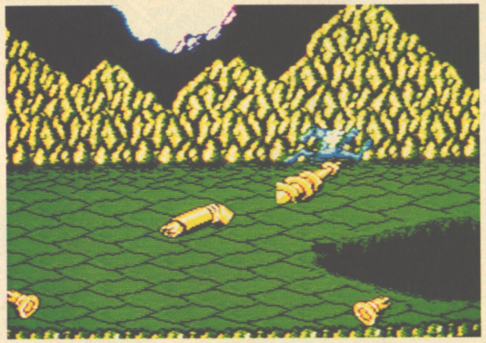


TOADS IN A HOLE...

Being real party animals, the Toads will travel anywhere to have a wild time. And you don't get more remote than Lost Vega, the leisure station on the outskirts of the star system. Blame it on the booze, blame it on the mesmerising moves of the Thallian Thorax Dancer, but the boys stand motionless - in awe of the sight before them.

Only it isn't the dancing which is causing their hypnosis but the spells of the evil Dark Queen, disguised as the alien groover. Before they get the chance to defend themselves, the Dark Queen captures one of the Toads and whisks him off in her battleship, the Gargantua, to the planet Armagedda.

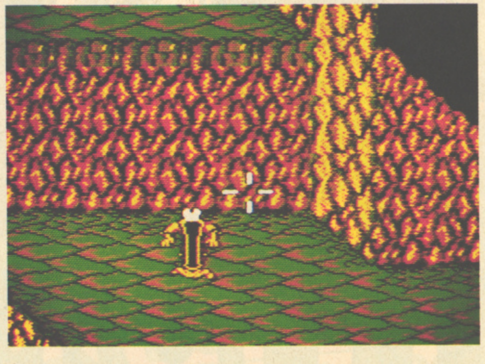
The remaining two Toads, now fully recovered, race to their mentor, Professor T Bird, aboard the good ship Vulture. Telling him of their buddy's plight, a plan is formulated to fly to Armagedda, run the gauntlet of the Dark Queen's fiendish guards and the numerous traps she'll no doubt have placed around her kingdom and, hopefully, rescue their toadnapped pal before it's too late!



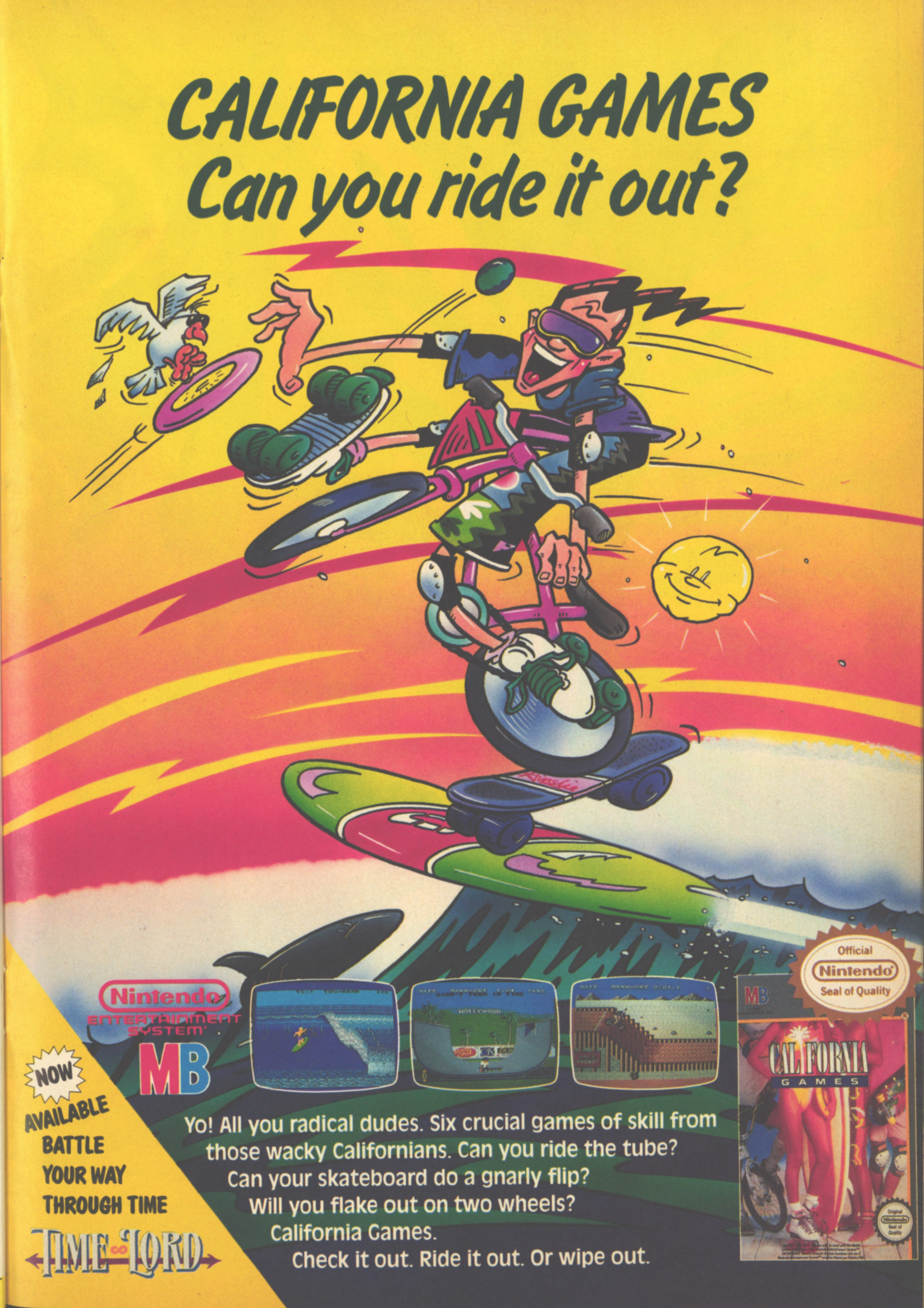
TOP TOADIE TROUBLE!

Battletoads on the NES is a rip-roarin' multi-level blast featuring exquisite graphics, plenty of attacking moves including punches and kicks (when these moves are activated, the respective body parts swell up to massive proportions for a mega-smack to the chops!) and lots of different, collectable weapons, all chucked together with a plethora of different game styles.

From the first level, a traditional left-right beat 'em up, to the second which has the Toads abseiling down a mine shaft whilst dealing with an onrush of evil beasties, and beyond to such stages as an airbike ride through moving obstacles, the action never stops. This game looks to be one tough cookie to crack, but luckily your Toads are equipped with a couple of continues to make reptile retrieval a tad less difficult. We reckon this is definitely one to look out for!

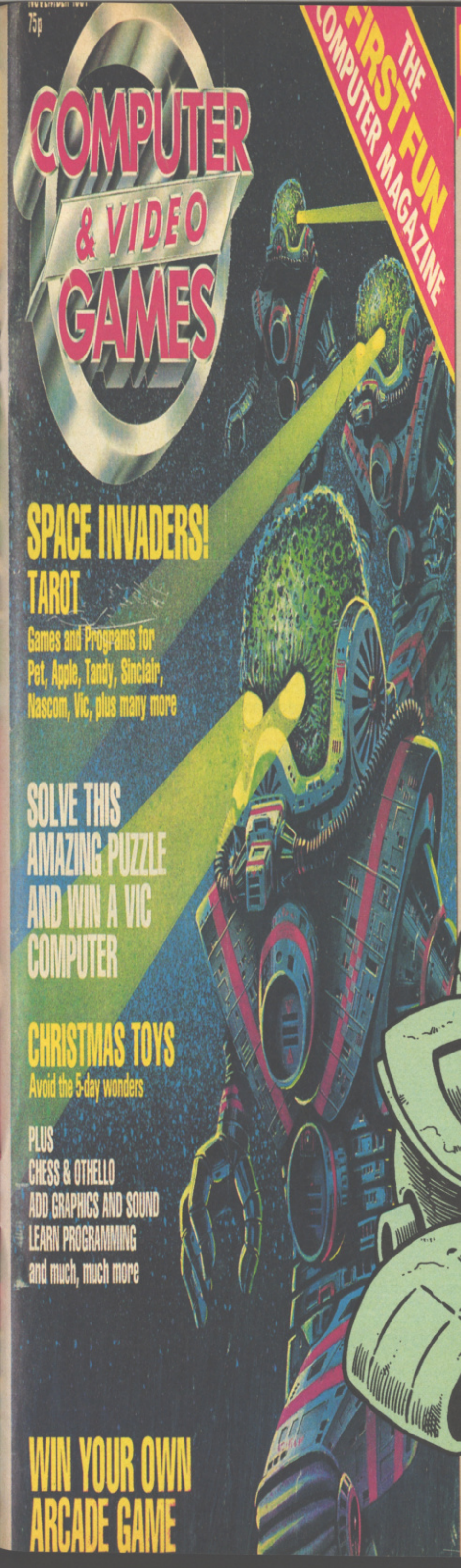


VERSION	PRICE
NINTENDO	£ TBA


CALIFORNIA GAMES
Can you ride it out?

Yo! All you radical dudes. Six crucial games of skill from those wacky Californians. Can you ride the tube? Can your skateboard do a gnarly flip? Will you flake out on two wheels? California Games.
Check it out. Ride it out. Or wipe out.

BATTLETOADS
versus
TURTLES


75p

COMPUTER & VIDEO GAMES

THE FIRST FUN COMPUTER MAGAZINE

SPACE INVADERS!

TAROT

Games and Programs for Pet, Apple, Tandy, Sinclair, Nascom, Vic, plus many more

SOLVE THIS AMAZING PUZZLE AND WIN A VIC COMPUTER

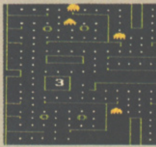
CHRISTMAS TOYS

Avoid the 5-day wonders

PLUS
CHESS & OTHELLO
ADD GRAPHICS AND SOUND
LEARN PROGRAMMING
and much, much more

WIN YOUR OWN ARCADE GAME

Incredible though it sounds, CVG celebrates its tenth birthday this month! A whole decade - virtually a lifetime in computer industry terms! **JAZZA RIGNALL** climbed down those dark, twisting stairs to the dusty and cobweb-strewn CVG vault to find out what was there...



ISSUE ONE - HOW DID IT SURVIVE?

Looking at the first issue of CVG, it's amazing to see how much things have changed. At the time it might have been the most happenin' of mags, but these days it looks so-o-o boring. It's truly dire! For your 75p you got a full three pages of reviews in the magazine - complete with no pictures or ratings!

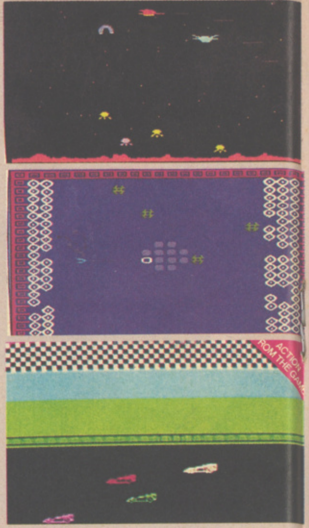
Apparently the person who designed the pages didn't like using screenshots and insisted on using drawings and illustrations instead. What a div! It's the same for the news, too - pages of boring text and tacky little drawings! They really didn't have much of a clue back then, did they?

Most of the magazine is taken up with type-in listings - horrible BASIC programs usually packed full of bugs, and were always a pile of old crap when you finally got them to work! Other highlights included the Adventure Column (boredom central), puzzles and crosswords, a column on using BASIC (ugh), how to make graphics (yawn) and an article on how to build your own computer (aaaagh!).

The only column that has survived the decade is Arcade Action (the first issue featured tips on PacMan!) Not surprising, really...

SHIELDS DESTROYED
ATARI

Cor! It's an Atari, complete with tape deck and crap joysticks. I've got one just like it at home!



▲ *Vic 20 thrills 'n' spills!*

SO MUCH FOR SO LITTLE!

Back in 1981, an average computer cost about the same as an average computer does these days. However, you got far less for your money! Commodore's VIC 20 cost £189.95 (plus £44.95 for a cassette deck to load and save stuff), and came with a piddling 5k of memory, one-channel sound and 16 colours!

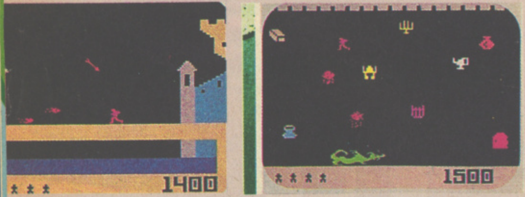
At the cheap end of the market, the ZX81 was available for only £69.95 - but you had to put up with 1 kilobyte of memory, no sound and only 2 colours (black and white)! If you wanted to expand the memory, a 16k memory pack was available for a mere £49.95!

In the March '82 issue, the Acorn Dealers Association were offering ZX81 owners a £20 trade in on a new Acorn Atom. This piece of advanced computer equipment came with its own typewriter keyboard (cor!) and double the memory of a ZX81 (yes - 2k!). Acorn supplied it either in kit form for £140 or if you could afford an extra £34 it came ready-built. Of course, if you really wanted to throw your money around you could spend £289 on the fully expanded 12k machine. Just think - you can get an Amiga with *512k* for that price now!

The best computer available at the time was the Atari 400, which boasted 128 colours, 16k of memory and three-channel sound! However, it cost a wallet-bustin' £345.00, and you needed to buy a £50.00 cassette recorder on top of that!

"Obsolescence built out" - Ho ho ho. The catchline on the ads for the Elan Enterprise, a computer which spent so long getting off the ground that even it's built-in rubber joystick couldn't steer it away from oblivion.

"I'd like to design the cabinets for video games machines and perhaps the games themselves." - A-level student Julian Rignall, after winning the 1983 Arcade Games Championship. If only we'd known then what we know now...



▲ *Early games on the Mattel system. Great in their day!*

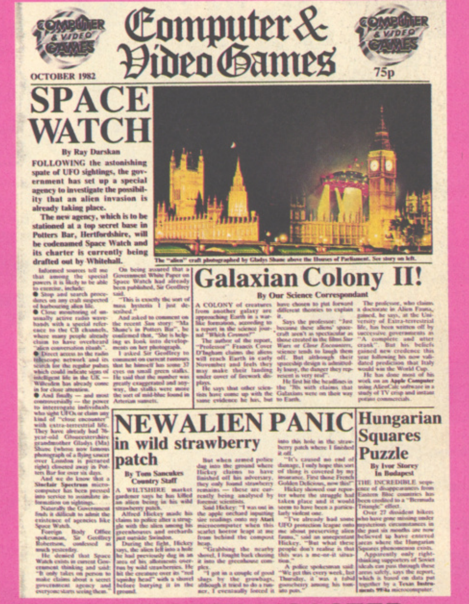
HISTORIC QUOTES

"VIC-20 has 5k of memory expandable to 29k. (That means you can put in an almost endless amount of information)." - Ad for the VIC-20 published in November '81

"Don't be a Nerk! Buy Intellivision!" - Mattel advertisment aimed at Atari VCS owners.

"Announcing more exciting programs for the BBC." - These words appeared above an ad for Shirley Conran's Magic Garden and BCPL (the exciting Business Computer Programming Language).

"The right choice for real computing - Oric 1" - ad for the ill-fated Spectrum beater which turned out to be the wrong choice for any type of computing.



Computer & Video Games

OCTOBER 1982

75p

SPACE WATCH

By Ray Darskan

FOLLOWING the astonishing spate of UFO sightings, the government has set up a special agency to investigate the possibility that an alien invasion is already taking place.

The new agency, which is to be stationed at a top secret base in Potters Bar, Hertfordshire, will be codenamed Space Watch and its charter is currently being drafted out by Whitehall.

The "alien" craft photographed by Gladys Shane above the Houses of Parliament. See story on left.

Informed sources tell me that among the special powers it is likely to be able to exercise, include:

● Stop and search procedures on any craft suspected of harbouring alien life.

● Close monitoring of unusually active radio wavebands with a special reference to the CB channels, where many people already claim to have overheard "alien conversation rituals".

● Direct access to the radio telescope network and its search for the regular pulses which could indicate signs of intelligent life in the UK — Willesden has already come in for close attention.

● And finally — and most controversially — the power to interrogate individuals who sight UFOs or claim any kind of "close encounter" with extra-terrestrial life. They have already had 76-year-old Gloucestershire grandmother Gladys (Ma) Shane (whose now famous photograph of a flying saucer over London is pictured right) closeted away in Potters Bar for over six days.

And we do know that a **Sinclair Spectrum** microcomputer has been pressed into service to assimilate information on sightings.

Naturally the Government finds it difficult to admit the existence of agencies like Space Watch.

Foreign Body Office spokesman, Sir Geoffrey Robertson, confessed as much yesterday.

He denied that Space Watch exists in current Government thinking and said: "It only takes one person to make claims about a secret government agency and everyone starts seeing them."

On being assured that a Government White Paper on Space Watch had already been published, Sir Geoffrey said.

"This is exactly the sort of mass hysteria I just described."

And asked to comment on the recent *Sun* story: "Ma Shane's in Potters Bar", he confirmed that, "She is helping us look into developments on her photograph.

I asked Sir Geoffrey to comment on current rumours that he himself has some 37 eyes on small green stalks. He said that the number was greatly exaggerated and anyway, the stalks were more the sort of mid-blue found in Arterian sunsets.

Galaxian Colony II!

By Our Science Correspondant

A COLONY of creatures from another galaxy are approaching Earth in a warlike formation, according to a report in the science journal "Which Cosmos?"

The author of the report, "Professor" Francis Cover D'Ingham claims the aliens will reach Earth in early November and feels they may make their landing under cover of firework displays.

He says that other scientists have come up with the same evidence he has, but have chosen to put forward different theories to explain it.

Says the professor: "Just because these aliens' spacecraft aren't as spectacular as those created in the films *Star Wars* or *Close Encounters*, science tends to laugh them off. But although their spaceship design is admittedly lousy, the danger they represent is very real".

He first hit the headlines in the '70s with claims that Galaxians were on their way to Earth.

The professor, who claims a doctorate in Alien Fauna, gained, he says, at the University of Extra-terrestrial life, has been written off by successive governments as "A complete and utter crank". But his beliefs gained new credence this year following his now validated prediction that Italy would win the World Cup.

He has done most of his work on an **Apple Computer** using AlienCalc software in a study of TV crisp and instant potato commercials.

NEWALIEN PANIC in wild strawberry patch

By Tom Sancukes
Country Staff

A WILTSHIRE market gardener says he has killed an alien being in his wild strawberry patch.

Alfred Hickey made his claims to police after a struggle with the alien among his greenhouses and orchards just outside Swindon.

During the fight, Hickey says, the alien fell into a hole he had previously dug in an area of his allotments overrun by wild strawberries. He hit the creature over its "red squishy head" with a shovel before burying it in the ground.

But when armed police dug into the ground where Hickey claims to have finished off his adversary, they only found strawberry remains — these are currently being analysed by forensic scientists.

Said Hickey: "I was out in the apple orchard inputting size readings onto my **Atari** microcomputer when this scarlet horror leapt at me from behind the compost heap.

"Grabbing the nearby shovel, I fought back chasing it into the greenhouse complex.

"I got in a couple of good slugs by the growbags, although it tried to do a runner, I eventually forced it into this hole in the strawberry patch where I finished it off.

"It's caused no end of damage, I only hope this sort of thing is covered by my insurance. First those French Golden Delicious, now this!"

Hickey showed our reporter where the struggle had taken place and it would seem to have been a particularly violent one.

"I've already had some UFO protection league onto me about preserving alien fauna," said an unrepentant Hickey. "But what these people don't realise is that this was a me-or-it situation."

A police spokesman said: "We get this every week, last Thursday, it was a rabid gooseberry among his tomato pots."

Hungarian Squares Puzzle

By Ivor Storey
In Budapest

THE INCREDIBLE sequence of disappearances from Eastern Bloc countries has been credited to a "Bermuda Triangle" effect.

Over 27 dissident bikers who have gone missing under mysterious circumstances in the past six months are now believed to have entered areas where the Hungarian Squares phenomenon exists.

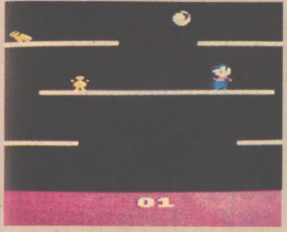
Apparently only right-thinking supporters of Soviet ideals can pass through these areas safely, says the report, which is based on data put together by a Texas **Instruments 99/4a** microcomputer.

CVG'S BIGGEST DISASTER

There've been some good CVG covers and some bad ones, but by far the worst was the one which (dis)graced the front of the October '82 edition. Designed to look like a newspaper (complete with "humourous" stories which were about as funny as having vegetables stuck up your bum), and with the Computer and Video Games logo shrunk to miniature proportions, it was completely missed by many regular readers who thought that it WAS a boring newspaper - and sales for that month dropped disasterously!

A STARTER FOR TWO...

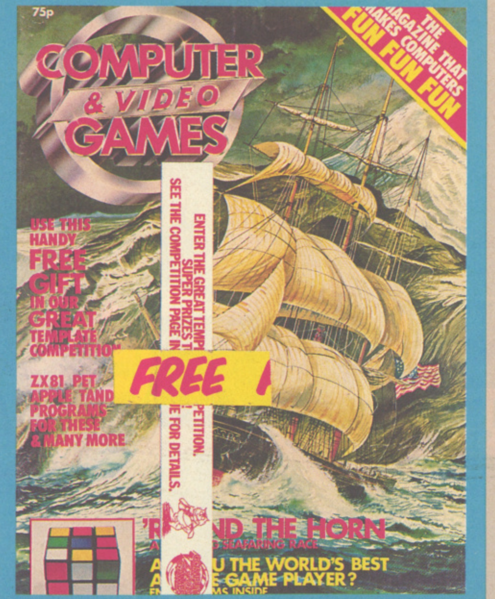
Timothy Boone's first foray into the wild 'n' wacky world of publishing was in the Feb 1983 issue, when he had one of his spectacular type-in creations printed in these hallowed pages. Krazy Kong was its name, and it was a sad Commodore PET version of the fourth level of the coin-op. Utilising a full 8k worth of memory, this rip-roaring trouser buster proved tops with the type-in types and earned our man a staggering £10. "It was grand", quoth Tim, "it worked - and all my mates played [illegible] Chuffed by his fame and fortune, Tim followed up with his very own port-across to the Spectrum, complete with whiffy UDG graphics - and CVG printed it again for another £10!



▲ *Mario then....*

▲ *and now!*

Jazza Rignall shot to fame in the 1983 National Arcade Championships. Having qualified with an unfeasibly large Defender score, he blew away the opposition on the "mystery game", Gyruss, and won himself a Galaga arcade machine in the process. The only thing that marred the day was the fact that he forgot his hair gel, and his normal spiky locks dropped into a sad pudding basin shambles. Champ? Chump, more like. Jazza faded back to relative obscurity before a midnight phone call changed his life and the arcade action man discovered he could write as well!


75p
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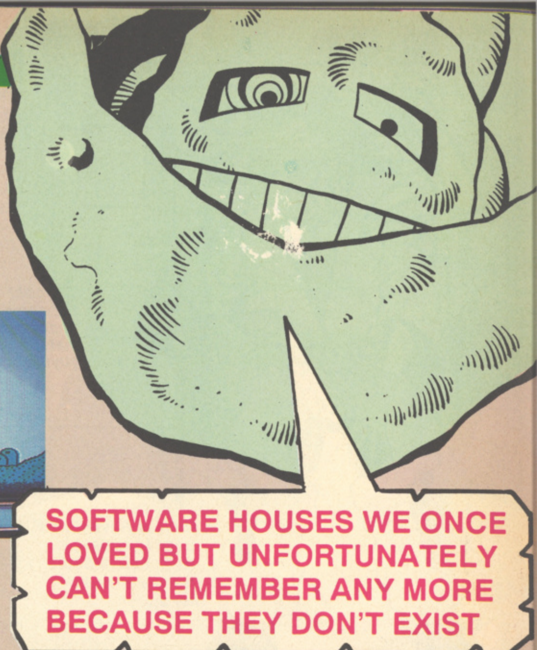
THE MAGAZINE THAT MAKES COMPUTERS FUN FUN FUN
USE THIS HANDY FREE GIFT IN OUR GREAT TEMPLATE COMPETITION
ZX81 PET APPLE TAND PROGRAMS FOR THESE & MANY MORE
ENTER THE GREAT TEMP SUPER PRIZES T PETITION. SEE THE COMPETITION PAGE IN E FOR DETAILS.
FREE
'R ND THE HORN
SEAFARING RACE
A U THE WORLD'S BEST A E GAME PLAYER?

THE CRAPPEST FREE GIFT EVER

The worst free gift CVG has ever given away must be the free white plastic rod that was stuck on front of issue two. This piece of white plastic was "specially designed" to help you when you typed in one of the fabulous listings printed inside the mag - just stick the rod under the line you're typing in and you'll always remember where you are. What a waste of time, space, money and natural resources!


SOFTWARE HOUSES WE ONCE LOVED BUT UNFORTUNATELY CAN'T REMEMBER ANY MORE BECAUSE THEY DON'T EXIST

BUG BYTE

This Liverpudlian softco started off in 1982 with Acorn Atom conversions of **Space Invaders**, **Galaxians**, **Lunar Lander**, **Fruit Machine**, etc (the classics of the day), then started on VIC 20 software.

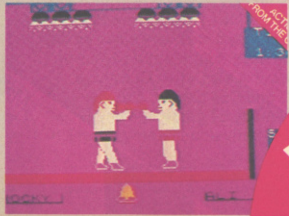
VICMEN: A spot-on, unlicensed conversion of PacMan, which didn't find much favour with Namco and was promptly taken off the market. Bug Byte later went on to produce a stupendous ZX81 maze adventure called **Mazogs**, the first Spectrum game on the market, **Spectral Invaders** (a version of Space Invaders), and a lot of top games for the BBC Micro including **Twin Kingdom Valley**.

MANIC MINER: Possibly their biggest hit ever, this game disappeared from their catalogue when its author decided he could make more money if he sold it to Software Projects.

BUG-BYTE SOFTWARE
Spectral INVADERS
BUG-BYTE SOFTWARE
ZX SPECTRUM
SPECTRES

▲ *Two early classics from Bug Byte, who have since bitten the dust...*

▼ *Oooh! Don't those graphics just make you squirm?*



▲ *Melissa Ravenflame used to appear in CVG, before Sadie arrived and blew her away!*

IMAGINE

Probably the most famous software flop ever. Their first Spectrum release, **Arcadia**, was a very addictive shoot 'em up but to say the quality of the games which followed were "uneven" would be an understatement. **Schizoids**, **Frantic**, **Wacky Waiters**, **Zip Zap** and **Stonkers** were comparitively dungy, but still the company hyped up the public with full-page adverts detailing what type of sandwiches their programmers/designers/musicians ate, and they even got on national television in a news piece about the wonder of computer whizz-kids earning loads of money for programming games. Of course, because Imagine weren't producing many games which were worth buying, the whizz-kids weren't earning loads of money for long. In the midst of two "mega game" projects (advertised as **Psyclapse** and **Bandersnatch**) the company crashed spectacularly and the dream of boy programmers becoming computer pop stars was over.

SLR
(STACK LIGHT RIFLE)

AS SEEN ON T.V.!

◀ *Blam! Light rifles like these were supposed to revolutionise gaming. Where are*

QUICKSILVA

Quicksilva were there at the start, with versions of **Defender** and **Asteroids** for the ZX80 and ZX81 (both "WRITTEN IN MACHINE CODE TO ENSURE FAST FLICKER-FREE GRAPHICS"). They went on to produce two of the first Spectrum games, **Space Intruders** and **Meteor Storm** (which even gargled the words "Meteor Alert!" at the player), as well as **Time Gate** (a 48k 3D space trek which was very big in its day) and **Ant Attack** (stylish arcade adventure set in a city full of giant insects). Things went downhill a bit when Quicksilva began branching out into BBC and C64 games, and their parting shot was **Gryphon**, a very pretty 64 game by Tony Crowther (who latterly programmed **Captive** on the Amiga), which was bugged to oblivion.

HEWSON CONSULTANTS

Another software house which started with the ZX81 and had great success with Spectrum, C64, Amstrad, Amiga and ST software! At one point, popular opinion held that Hewson were the longest surviving British games company, until the company closed earlier this year. At the pinnacle of their success they were the publishers of such classics as **Legend of Avalon** and **Nightflite** on the Spectrum, Graftgold's **Gribbly's Day Out**, **Paradroid**, **Uridium**, **Alleykat** and **Ranarama** and **Rafaelle Cecco's Cybernoid**, **Cybernoid II** and **Stormlord**. Ah, the memories...

Crumbs! MSX was the name of the game, 'til everyone realised that nobody was buying 'em! ▶

PSION

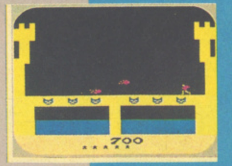
Psion are still around, of course, selling electronic organisers and personal computers, but in the early days they knocked out some top Sinclair product. Who can forget the amazing **Flight Simulation**, **Chequered Flag**, **Match Point**, the **Hungry Horace** series and **Scrabble**? They later helped out on Sir Clive Sinclair's duff QL project, producing the software that came with the machine before turning their attention to more profitable lines of business.

JK GREYE

Started life as the purveyors of top quality ZX81 software. Anyone who ever owned the Black Cigarette Box will never forget the thrills of **3D Monster Maze** and **3D Defender**. When the ZX81 started to run out of steam they changed their name to **New Generation Software** and released such minor Spectrum hits as **Escape**, **3D Tunnel**, **Trashman** and **Knot in 3D** as well as **Shoot The Rapids** and **Cliffhanger** on the C64 before sinking without trace.

TOP GAME TITLES OF ALL TIME

Looking through some old issues of CVG, we can see numerous oddball titles for numerous oddball games. There may well be a few we've missed (in which case why not send 'em in and remind us), but here are the most memorable...



WE AR
10

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME: Llamasoft got a bit too weird with this bizarre episode of llama destruction (possibly inspired by exotic herbal cigarettes).

DEUS EX MACHINA: Automata's experimental odyssey into concept games which was synchronised to the taped voices of Jon Pertwee, Ian Dury and Frankie Howerd, amongst others.

DADDY'S HOT ROD: Actually, this is a driving game, programmed for the Texas Instruments TI-99/4 by Lantern Software ("Games That Shine"). "Guide Dad's Car! Plenty of obstacles! Suitable for all ages! Refuel as you go!"

ATTACK OF THE COMMUNIST SPACE MUTANTS FROM MARS: or something. An American game which ran on an Atari VCS tape system(!)

MR WONG'S LOOPY LAUNDRY: "Good clean fun from Artic Computing." It wasn't long before they were all washed up, though.

10TH ANNIVERSARY
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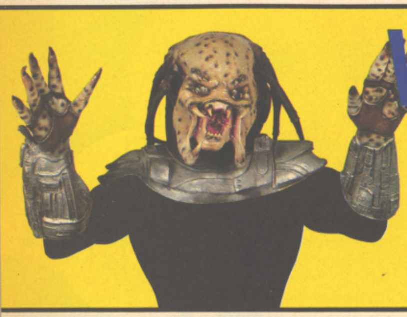

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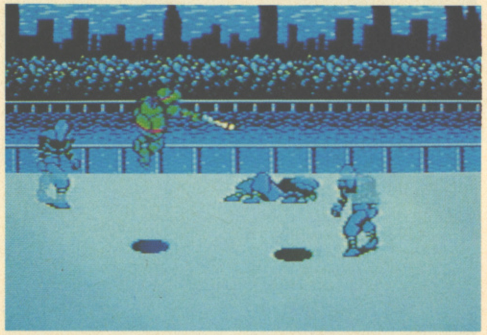
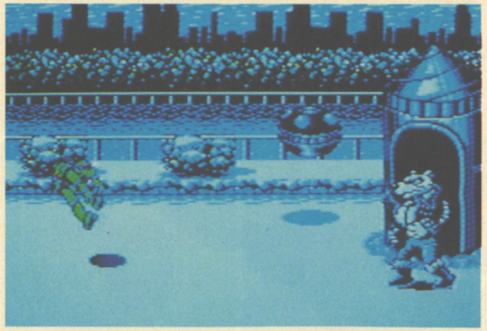
TURTLES

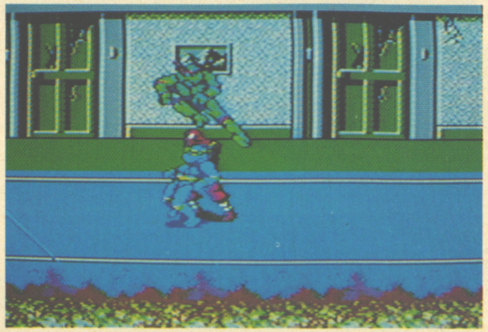
Cowabunga! After the immense success of the comics, the cartoon series, the movie, the plastic toys, the soap-on-a-rope, the other spin-offs and, of course, the original console and computer game, Raphael, Leonardo, Michaelangelo and Donatello will be storming back onto monitor screens across the country in Turtles 2 - The Coin-Op.

A conversion of the smash three-player arcade game, Turtles 2 features the four heroes in a half-shell in a race against Shredder and his Foot Clan, who have kidnapped ace reporter and friend April O'Neill and spirited her away into the depths of the city. All your favourite TMHT characters including Shredder, Be-Bop and Rocksteady, Professor Baxter Stockman and Krang, not forgetting that quartet of totally radical dudes, make an appearance, along with legions of those dreaded Foot Clanners.

We've taken a look at Turtles 2 on the NES and a variety of computer formats as part of our great lowdown round-up, so let's see how they fare!





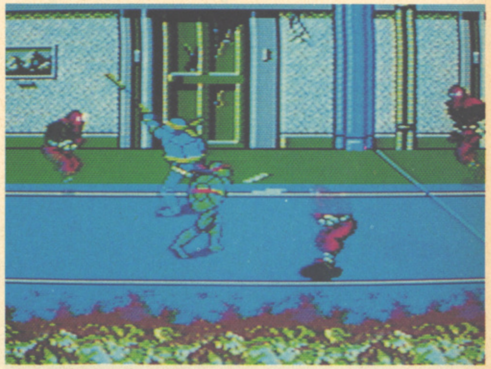


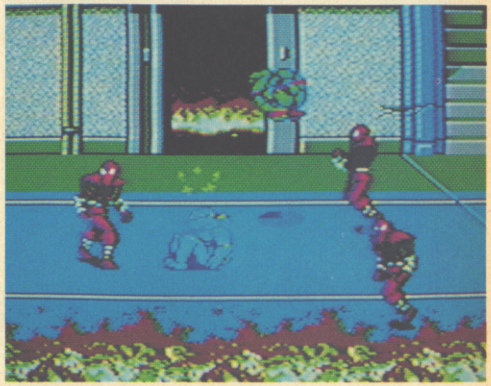
THE NINTENDO GAME

Whoa, dude! The NES version of Turtles 2 - The Coin-Op is a multi-level extravaganza including so many features from the original arcade machine you'd swear someone had ripped the guts out of your Nintendo and shoved a PCB in its place!

All the moves are there and the characters look as good and animate as well as they do in the coin-op - right down to the Turtles sliding down the wall after being thrown against it! Unfortunately, due to the amount of joypad ports attached to the machine by Nintendo, Turtles 2 on the NES can only support two-player action, but all four greenbacks are there for the choosing - so no-one can complain!

We reckon Turtles II is coming along marvellously - so keep those peepers peeled and look out for the official CVG review of a cart which looks a bit special...





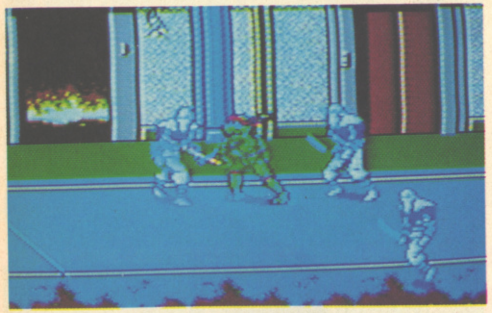
PREVIEW

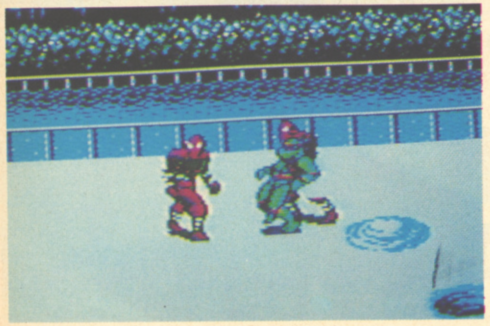
THE COMPUTER VERSIONS

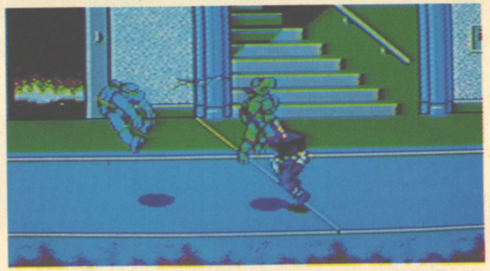
As with the original Teenage Mutant Hero Turtles computer game (which, incidentally, sold an absolute stack of copies and is still in the charts!), Mirrorsoft are releasing the coin-op conversion - with all the hard keyboard work being done down Croydon way by those bodacious lads at Probe Software.

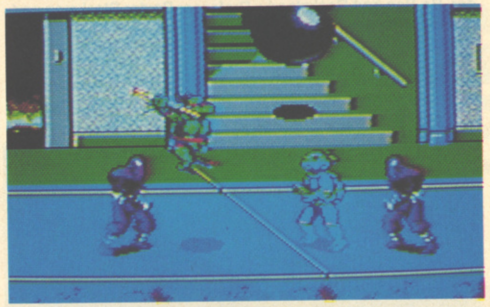
Most computer versions of arcade games these days have the graphics ported directly across from the original and are then touched up using a package such as D-Paint. With Turtles 2 the visuals have been drawn completely freehand using photos and video footage from the machine and, although memory restrictions have caused a reduction in animation frames, the movements of Raf, Leo, Mikey, Donny and their enemies are difficult to distinguish from the real thing!

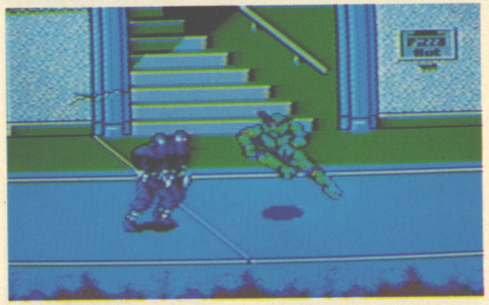
As far as gameplay is concerned, only the C64 version was in a sufficiently playable state to form an opinion. Whilst only two Turtles can play at the same time, it is looking very good indeed. To find out whether the other versions - Amiga, ST, Spectrum, CPC and PC - come up to scratch, watch for the full review in these very pages!

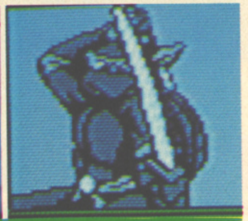












TOADS V TURTLES WHICH IS BEST?

There's no doubt about it - the Toads have moved into Turtle territory in a big way, and seem certain to give our pizza munching heroes a serious run for their money. But which is best? We've seen both games, and whilst it's just too early to compare the two we reckon they're both looking pretty darned brill. Stay tuned for the ultimate CVG lowdown when we'll put these two great games head to head to find out!

VERSION	DATE	PRICE
NINTENDO	EARLY '92	£ TBA

THE BEST HAS GOT BETTER

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- One player full screen imagery.
- Hair raising new hazards - rain, lightning, fog, snow, comuter traffic, tunnels, bridges and level crossings.
- A chance to race across the USA.
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- 8 death defying stages with over 60 Check Points.

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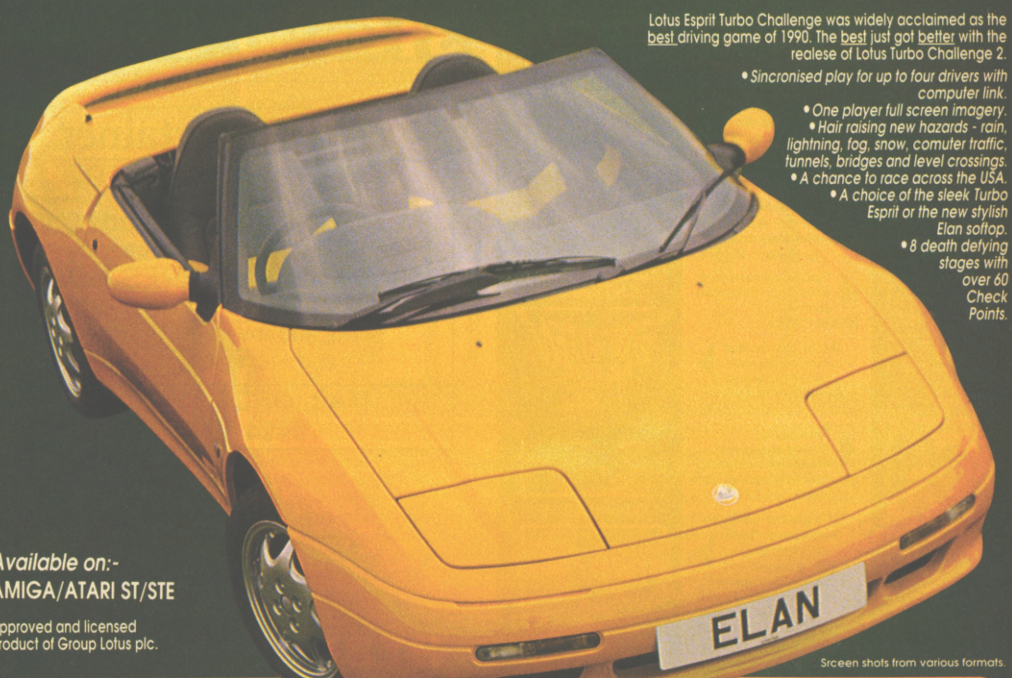
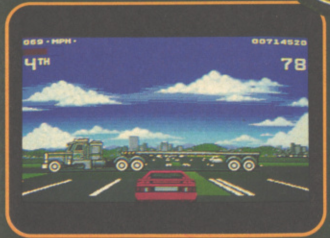
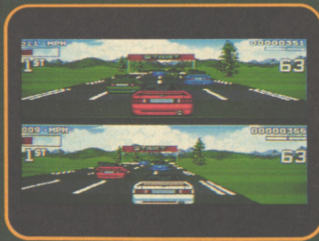
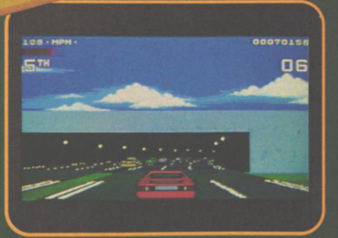


Srceen shots from various formats.







GREMLIN

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423.

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"As a full-blooded shoot em'- up. U.N Squadron does make the grade!". *ST USER.*

Strider™

"Spiced with plenty of action, U.S. Gold have done the biz". *AMIGA FORMAT.*

Forgotten Worlds™

One of the classiest conversions around, one of the arcade conversions of the year. *ZZAP (C64).*

Ghouls 'n' Ghosts™

"Impressive, frustrating enemies, atmospheric graphics. You can't help coming back for more!". *ST ACTION.*

Dynasty Wars™

"In-game graphics are packed with detail, compact soldiers milling around and realistic looking players. High playability, novel scenario and neat graphics". *80% TGM JUNE 1990. ATARI ST.*

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CHEAT MODE

Can you believe it? Not two minutes back in the CVG fold and that most Northern of computer journalists, Paul Rand, grabs the tips section by the dangly bits, squeezes tightly and refuses to let go until it coughs. When he's not wowing the team with his dazzling Kick Off 2 skills, he's wooing top glamour models with his scintillating ashtray banter. Does this man ever stop? Only to compile Cheat Mode for his biggest fans - the readers of CVG! Here's what the Rand had to say; "I believe that this is a major contribution to road safety". Erm, that can't be right.

If you've got a tip, poke, cheat or map which you'd like to see printed in the hallowed pages of the mag, send it to: PAUL RAND, YOU DIRTY GREAT CHEAT, PASS ME THAT ASHTRAY, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's a £100 software prize for the best entry, and a smack on the bottom for anyone caught ripping cheats out of other mags. Get writing, y'all!

ALL FORMATS

LAST NINJA 3

The latest in the on-and-on-and-ongoing Last Ninja saga (exactly how many Last Ninjas are there?) has been cracked by A Kyprian of Westcliff-on-Sea, Essex and guess what? The lad's decided to share his secrets with us all!

LEVEL ONE - EARTH

Beat up the guard using unarmed combat. Go inside the building and pick up the glove. Go bottom-left then pick up the shurikens and equip them. Go top-left and top-left again, kick the guard twice, go to the doorway of the building and pick up the branches next to the tree nearest the building. Go bottom-right, kick the guard in, pick up the nails to form the climbing glove. Go top-right, take the right-hand lane nearest the wall, go top-right twice, take the right lane nearest the red flag, select the climbing glove. Climb the cliff, walk along the path, past the rock go to the next screen and take the blue bowl. Go back along the path and climb down the cliff, then beat up the guard. Select the blue bowl, go to the barrels, pick up the white gunpowder and the bowl should turn red. Select the climbing glove, climb up the cliff, go to the screen with a big boulder. Select the bomb (red globe), walk to the rear of the boulder until you can go no further, pick up and the boulder should flash several times and then fall down, blocking the gap in the path lower down. Select the globe, go top-left and climb down the cliff, beat up the enemy and then select the branches. Go top-right, into the building which has no walls but a roof, pick up the rope. You should now have a pair of nunchaka. Go top-left and go to the statue. Pick up the sword, go top-right and then right twice. Go top-left, pick up the scroll, enter the temple and defeat the guardian.

807069
POWER

670580
POWER

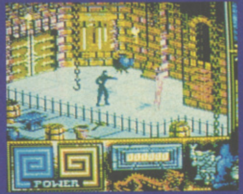
LEVEL TWO - WIND

Select the shuriken, go top-left, kill the guard and go bottom-left. Run round the guard and exit the screen from the bottom-right. Pick up the bellows then walk near the water lily and face it. Equip the bellow and pick up. The water lily should now move off the screen. Go right and select unarmed combat. Somersault straight onto and then off the water lily and face it. Go right, select the bellows and pick up near the water lily. Look for and pick up the red potion, select the shurikens, go right, kick the guard twice, go top-left, kill the guard, go into the green-walled yard, pick up the exit scroll, go top-left, top-right, pick up the rope, beat up the soldier, go top-left, kill the guard, go left, select the scroll and go left. Somersault onto the lily and then somersault off it onto the other side of the river. Go left, top-right, right, bottom-left. Defeat the guard. Face north-west and go down the green vines. Go right, enter the mine and kill the guardian.

LEVEL THREE - WATER

Select the shurikens, beat up the guard, go top-right, to the open doorway and pick up the exit scroll. Go top-left, top-left, bottom-left, bottom-left. Pick up the staff, go top-left, bottom-right, kill the guard, go top-right, go to the big vase and stand near the north-east side of it. Pick up the red potion and go top-right. Pick up the red potion and go top-right. Somersault onto the wooden platform. Go bottom-right and pick up the blue plug. Go top-left, somersault off the platform, go top-right, go to the bottom-left area of the screen, pick up the shurikens and equip them. Go top-right, top-left, equip the plug, go top-right, top-right, kill the soldier. Go near the whirlpool where there is a hole in the edge of the pavement, facing the whirlpool. Face southeast, pick up and the dead guard and your ninja should flash white. Go bottom-left, top-left, bottom-left. Select the scroll, go to the open doorway and enter it. Kill the guardian.

67348
POWER



LEVEL FOUR - FIRE

Note: Pause the game straight away. If you get killed on this level and the "Game Over" message appears you lose the bellows and can't complete the game.

Unpause, equip the shurikens and beat up the guard. Go bottom-right, go to the brown box and pick up the staple. Take the bottom-left route, go to the bluish cauldron and collect the potion.

Go bottom-right, take the top-right route, select unarmed combat and somersault across the lava, select the staple and equip the shurikens. Go right, beat up the soldier, climb up the metal staples in the wall and go right. Go through the open doorway, pick up the grey ingot, climb down the southwest side of the brickwork, defeat the soldier. Go right, kill the guard. Go to where the tables are stacked and get the dust-mask. Go bottom-left, climb up the southwest side of the brickwork and go through the open doorway. Go top-left, climb down the staples facing northeast at the same time, kill the soldier, select the dust-mask. Go left, select unarmed combat, somersault onto the grey platform in the middle of the lava pit, go bottom-left, pick up the orange/black powder and go top-right, select the bellows and the shurikens. Somersault onto the right side of the pit, go bottom-right, kill the guard, climb up the staples and go bottom-right. Enter the doorway and climb down the southwest side of the brickwork. Select the bellows, go top-right, top-left and kill the guard. Go to the glowing grate and pick up whilst facing the grate but standing on the pavement crack; the fire should rise up. Go top-right, kill the guard and pick up the key mould. Go top-right and go to the blue cauldron and pick up the scroll. Go bottom-right and kill the soldier. Select the key-mould, stand on the crack nearest the glowing grate and pick up. You should now select the key and the lock and hold the joystick top-right with your finger on the fire button. Select the exit scroll and go down the stairs. Kill the guardian.

LEVEL FIVE - VOID

Select shurikens, kick the soldier twice, go top-left, bottom-left, top-left twice. Find and get the red potion only when you are low on energy. Go bottom-left, top-left, find and pick up the scroll. Go bottom-left, top-left, keep killing the enemy ninja on the screen with unarmed combat or with the sword until your bushido is three-quarters full, but make sure you have at least a full life left. Go top-left, stand in the middle of the pentagon, select the scroll and press and hold the fire button, moving the joystick top-left and holding it there. When Kunitoki is killed, select shurikens and kick him twice.

AMIGA

POWERMONGER

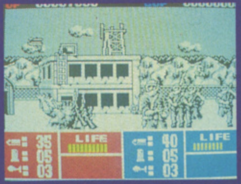
Island smashing has never been simpler, thanks to Bullfrog's excellent product and this winsome piece of tippery, sent in by Andrew Redmile of Sutton Coldfield, in the West Midlands.
First, kill any army and wait. Soon, the dead men should leave behind tons of goodies. The dead captain will leave behind a food supply - steal it, then attack a few villages and recruit their men, then drop the food supply and eat it (using the drop food icon). Now, make another captain, eat some food (near yourself); now give the new captain your men and drop food and food supply. Make the other captain eat the food (he will have a full food bar) and he will do all the dirty work for you!

STATUS
STATEMENT
QUESTION
POSTURE
TERMINATE
SS SCREENSHOT, WE ARE ON A PEACEFUL
XPLORATION MISSION.
RECEIVING:
LICK HUMM HISS HISS THIST CHIRP
QUIRT THIST EXPAND

STARFLIGHT

Here's a marvellous Star Trek-a-like which has just been released on the Megadrive, but for the Amiga version we have a tip from Daniel Gibbons of St Albans.
To get loads of dosh, go to the Trade Depot in Starport. Go to "Buy" and select Endurium Fuel. When it asks you for the volume type in **q11111111** and you should receive masses of the lovely folding stuff!

40
05
03
LIFE
PRESS START
TO CONTINUE



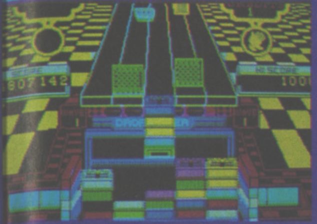
OPERATION THUNDERBOLT

Two-player, multiple-weaponed terrorist massacring has never been better - and with this cheat, sent to me by a chap from Widnes who declined to include his name, it's never been so easy.
When you get to the high score table, enter your name as **WIGAN NINJA** to receive infinite lives.

WINGS OF FURY

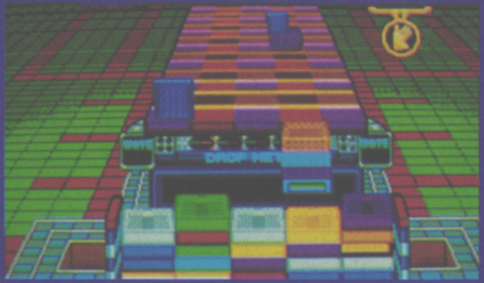
Although this Domark release looked pretty crusty, it turns out that it's actually quite a good little blast. If you own the game, why not try out this tip from Ross Wylie from Glasgow, in bonny Scotland.
Type in Colin was here then press the following for these actions:

M = Infinite weapons
C = Changes weapons whilst airbourne
D = Makes you invincible (don't activate until off the ship)
P = Adds an extra life
F = Tops up fuel and oil



KLAX

"Ok", says A Proud CVG Reader from Leek in Staffs, "this may be an old game but here's a cheat anyway". Can you hear anyone complaining? No, me neither.
When playing a level and you get stuck, press down key "3" and the level will finish automatically.



METAL MASTERS

Apparently, during the fight pressing the **F4** key freezes the other robot so that he can't lay a punch on you. This works with every baddy, says David Buckle of Emsworth, Hants, allowing you to zip right through to the Master!

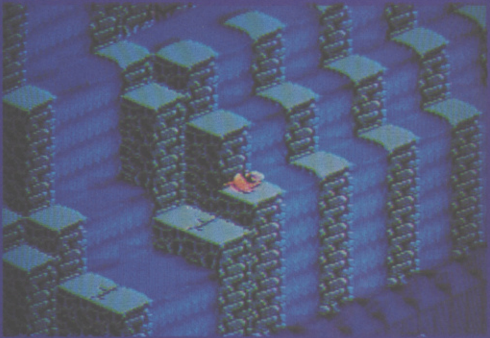
PLAYER MANAGER

It's that football management time again, and Anco certainly know how to knock 'em out! Dyfed's Dale Watkinson knows how to come up with a cheat for it, too - in fact, here it is now!
At the beginning of the game, put all of your players on the transfer market. After the first game, most of the players will be sold, leaving enough dosh to buy an amazing 500+ player (a striker is recommended). If in a cup tie it comes to a penalty shoot-out, pause the game just as the player takes his shot. You should now be able to see exactly which side of the goal he is to put the ball, allowing your player to pull off a dramatic save and rescue the match! And the best thing is, this last cheat works on Kick Off 1 and 2 as well!!!

SPECTRUM

SHINOBI

As it's just been rereleased on budget, I thought now would be an ideal time to print this tip from Stefan Zelewsky, who comes from Grimbsy in S Humberside. So here it is.
Redefine the keys as **GRUTS** to receive infinite lives.



NINTENDO

1 UP
HI-SCORE
2 UP

IKARI WARRIORS

Don't know exactly what this cheat, sent by Gunther Jeewooth of Belgium, does (mainly 'cos we haven't got a copy of the game in the office!) but try it out and see for yourself!
Press **A, B, B, A** when you die, before the Game Over message appears.

SNAKE RATTLE AND ROLL

A marvellous piece of software, with a marvellous warp cheat to complement it, sent to me by Nektar Daskakalakis (a good old Yorkshire name).
As soon as the first stage begins, slither over as fast as you can to the end of the level. If you're fast enough, you'll see a rocket. Jump onto it and you'll be transported to level eight!

SUPER MARIO BROS

The utterly stupendous SMB3 is reviewed elsewhere in CVG as you've no doubt noticed already - here's a tip for the game which started the ball rolling, as it were, from Nektar Daskakalakis.
When the game is over, wait for the one/two player mode screen then press **A** and **START** together, et voila! Mazza starts again at the last world he visited!

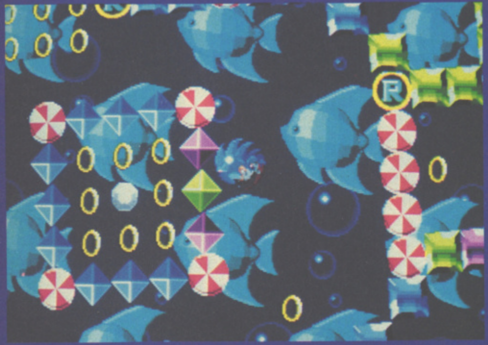
BAD DUDES

Gunther again, this time with a tip to get a staggering 64 lives in this decent beat 'em up. Press **B, A, UP, DOWN, UP, DOWN** on the second controller, then push **START** on the first joypad.

CAPTAIN SKYHAWK

I personally didn't think much of this Rare release (!?!) but I was totally out-voted, so there you go. Anyway, Paul Allen of Theftord, Norfolk, obviously thought highly enough of the game; he must have done, he's found a cheat for it!
Plug a second controller in port two then, whilst playing, hold forward and repeatedly press the **B** button to skip through the levels.

MEGADRIVE



SONIC THE HEDGEHOG

Blinkin' flip! More Sonic cheats for owners of this brilliant platform romp! You know who to thank for this. Who? Andrew Robinson of Workington, of course!
Access the stage select screen (if you've forgotten, it's **UP, DOWN, LEFT, RIGHT** and **A, B, C** and **START** together).
Now, select the special stage and collect the jewel. When the words CHAOS EMERALDS appear, press **RESET** and enter the special stage again. Collect the jewel and reset when the words appear. Do this six times in all and start the game - you will find that you possess all six jewels needed to complete the game!
Also on Sonic, spikey haired hedgehog geezer William Quinn has discovered that by collecting coins and bashing through the destructible bricks on level 2, act 2,that you can build up unlimited free lives. All you need to do is pick up the free life hidden on that screen and then get killed. You will also need a lot of patience as it takes ages.

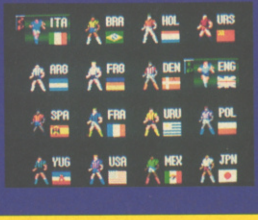
GAIRIES

A fine Megadrive release, with a fine cheat to boot. All the way from Leigh-on-Sea, that lovely Essex seaside resort where the Fowlers go on their hols (a bit of trivia for all you Eastenders fans!)
Hold down buttons **A, B** and **C** and press **START** to access the hidden options screen. Set the sound test to 18,then hold down button **A** on player two's control pad and press exit. Once on the stage select screen, choose a level and pause the game. Press **UP** and **A** to select a weapon. Thankee koindlee, Matthew Conil.

MOONWALKER

A bit of an easy game, but if your a player of low-quality ability you might be interested in this piece of knowledge from David Parr of Knottingley, W Yorks.
Press **UP LEFT, A** and **START** altogether and hold on the second joypad, then press **START** on the first controller. Select one or two players then select **START** on pad one again. Round One will appear in the top-left hand corner of the screen. Press left or right to change rounds from one to five, then **START** on pad one again.

PC



FORMATION SOCCER

Lordy, lordy, missy! If you own this wunderbar soccer card and want to attempt any level up to the Cup Final, just try these codes sent in by cheeky Gordon Demetrius of Brum.
Select England as your team, move the ball to Human Cup and press continue, then enter the following pointers as codes:

2ND ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, RIGHT, DOWN-LEFT, UP, LEFT**
3RD ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, LEFT, DOWN, UP, DOWN-RIGHT**

TIME
4:00
2
ENG
ARG

EXHIBITION
ENG ARG
HCN
SPORTS
NEWS

4TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, UP-RIGHT, UP-LEFT, UP, UP-RIGHT**
5TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT,DOWN, DOWN, DOWN, UP-RIGHT**
6TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, UP-LEFT, LEFT, DOWN, DOWN-RIGHT**
7TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, DOWN-RIGHT, LEFT, DOWN, LEFT**
8TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, UP, LEFT, DOWN, DOWN**
9TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, DOWN-RIGHT, DOWN, LEFT, UP**

FORMATION SELECT
ENG
4-4-2
4-2-4
SWEEPER
THIRD.BACK
KEEPER SELECT
AUTO MODE
MANUAL MODE

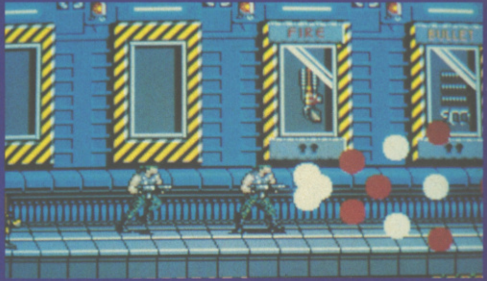
TIME
2:17
2
ENG

10TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, LEFT, LEFT, LEFT, RIGHT**
11TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, RIGHT, LEFT, LEFT, UP-LEFT**
13TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, UP-LEFT, DOWN-LEFT, LEFT, DOWN-LEFT**
14TH ROUND: **DOWN-RIGHT, UP, UP, UP-LEFT, UP, LEFT, RIGHT, DOWN-LEFT**

2:02
2
ENG
ARG

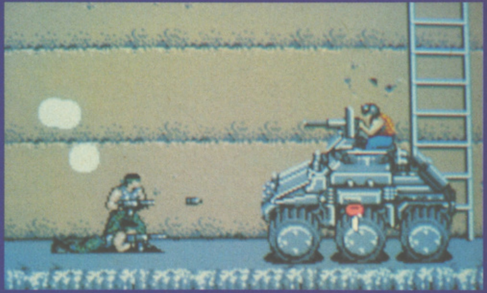
15TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, DOWN-LEFT, DOWN-LEFT, RIGHT, UP-LEFT**
16TH ROUND: **UP, UP, DOWN-LEFT, UP-RIGHT, UP-RIGHT, DOWN-LEFT, RIGHT, RIGHT**
If you only wish to see the end ceremony, enter the following code:
DOWN-RIGHT, DOWN, UP, UP, DOWN, UP-RIGHT, UP-RIGHT, DOWN

AMSTRAD



MIDNIGHT RESISTANCE

Runcorn's wickedest resident, Kevin Bailey, has this rock-hard cheat for this rock-hard game on disk. When you die, insert the other side of the disk and, when you restart the proceedings, you will begin on the level you died on.



C64

MATRIX

Can't say I remember this one too well, but if you have it and can't get past the first level, heed the following advice from Carl Andrew Sather of Norway.
Press Spacebar and hold down **D**, **F** and **C** at the same time to skip a level.

GARY LINEKER'S HOTSHOTS

Here's a real corker of a cheat from Paul Angove who says that he'll "sew" me if I don't include it. Well, I'll "knit" be having any of that, so here we go!
If you are losing the game, press the Commodore key after scoring a goal to add on extra goals!

SUPER FAMICOM

SPEEDUP
VERTICAL
C.LASER
OPTION

GRADIUS

Not only does Gordy Demetrius own a PC Engine, he's also the lucky owner of a Nintendo Super Fammy! And a copy of Gradius too, no doubt, if this tasty tipette is anything to go by.

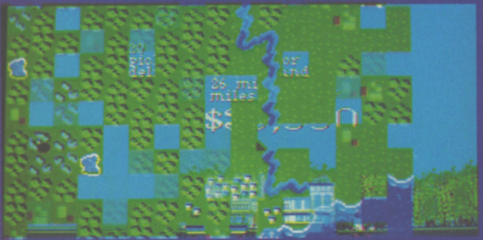
To receive all of the options, push **PAUSE, UP, UP, DOWN, DOWN, LEFT BUTTON, RIGHT BUTTON, LEFT BUTTON, RIGHT BUTTON,** hold down **B**, hold down **A**, then **START.**

Go to the options screen and hit then **X** key as many times as possible for extra credits.

PC

STELLAR 7

Don't think we ever got around to reviewing this one from Dynamix but if you bought it and, more to the point, are having trouble getting anywhere, try this out from Thor Thors of Iceland. On each level there is a rock which, if shot at until it explodes, reveals a dimension door. If you go through the door you will find yourself in the next level of the game. This works on every stage but the last.



RAILROAD TYCOON

Which dingbat was it who said that money means power. Here, thanks to Thor Thors, we demonstrate that all budding Railroad operators can have all the perks even when completely out of the green, folding stuff! Begin as a Tycoon in Western USA. Build some track and a train or two. When another railroad is established, sell as many bonds as possible then start to buy up to 60% treasury stock and 100% some other company. Once you own this company, spend all your cash and more - call the broker and operate RR; there you can give $100,000 to the company just purchased - give that company $7,000,000 and build track for that company and, when you have around $20,000,000, start to repay all the bonds sold at the start. You will end up with losses of about $28,000,000, but the next year, your stock splits and you become president of the USA!

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BRUCE WILLIS
HUDSON HAWK

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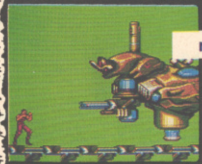

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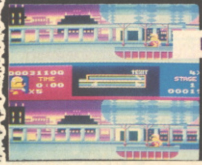

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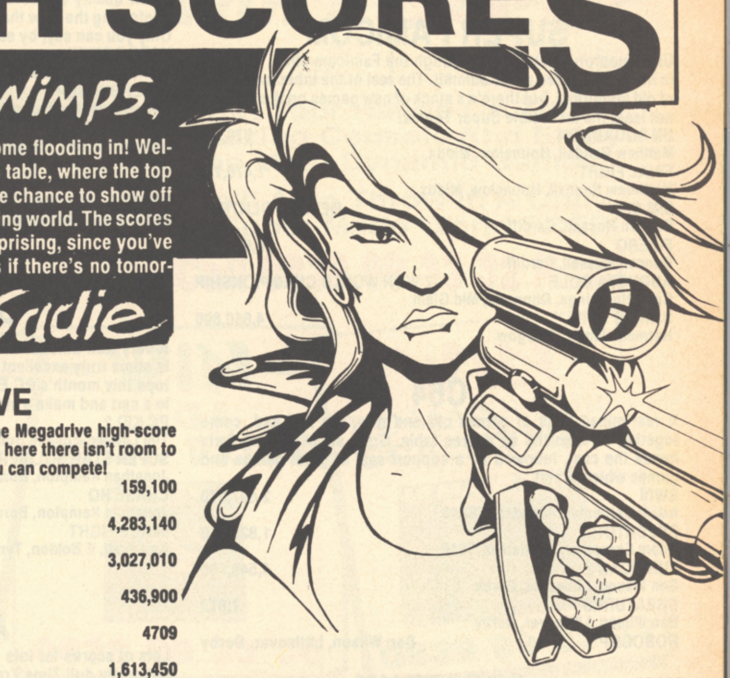
HIGH SCORES

Dear Wimps,

Ten years on and still the scores come flooding in! Welcome once again to my high-scores table, where the top players in the UK and beyond get the chance to show off their scoring skills to the gamesplaying world. The scores have poured in this month - not surprising, since you've all been waggling your joysticks as if there's no tomorrow. Let's see how you got on...

Sadie



MEGADRIVE

Stuffed full of top scores once again, the Megadrive high-score table - there are so many games featured here there isn't room to list 'em all; just take a look and see if you can compete!

MICKEY MOUSE Tim Kendall, Springwell Park, Hartlepool	159,100
SONIC THE HEDGEHOG Graeme Little, Carlisle, Cumbria	4,283,140
HELLFIRE Peter Lock, Burgess Hill, W Sussex	3,027,010
FANTASIA James Jarvis, Leicestershire	436,900
SUPER MONACO GP Colin Griffin, Dublin, Eire	4709
RAIDEN TRAD Russell Banham, Worksop, Notts	1,613,450
ULTIMATE TIGER Russell Banham, Worksop, Notts	4,130,000
STAR CONTROL Carl Roberts, Pontyclun, Mid Glam	HIERARCHY BEATEN - 6 SHIPS LEFT

NINTENDO

A smattering of scores from a wide range of titles, the latest being the fab Turtles 2. There's a ton of titles out soon for the NES, the most notable being SMB 3, so get those scores in thick and fast!

SUPER MARIO BROS James Hunt, Witham, Essex	COMPLETED 14 TIMES
PROBOTECTOR Simon Leslie, London E7 0AS	793,300
COBRA TRIANGLE Simon Leslie, London E7 0AS	504,300
TURTLES II David Hyder, Chingford E4	179,180
SIMON'S QUEST Helen Whatmough, Buxton, Derbyshire	COMPLETED

SEGA

Chock-a-block with a variety of scoring achievements, this month's Master System, with places for Wacko Jacko and those cute Dux, amongst others. Good work, Sega owners - keep it up!

MOONWALKER Matthew Tibbles, Burleigh, Stroud	749,600
RESCUE MISSION Robert Watt, Dumfries, Scotland	COMPLETED
DYNAMITE DUX Alistair Bell, Beaconsfield. Bucks	952,940
ALEX KIDD IN MIRACLE WORLD David Harding, Brigend, S Wales	76,960
THUNDERBLADE David Harding, Brigend, S Wales	778,000

AMIGA

A mixed bag in the Amiga table, what with coin-op conversions like Merc, cartoon licenses such as Bart and the Space Mutants, sports tie-ins including Man Utd Europe and even an original game in the form of Shufflepuck Cafe!

MERCS Ian Perryman, Plymouth, Devon	650,570
BART VS THE SPACE MUTANTS Ian Perryman, Plymouth, Devon	71,300
PGA TOUR GOLF Alex Miles, Colchester, Essex	SAWGRASS: -28
MAN UTD EUROPE Alex Miles, Colchester, Essex	8:1 AGGREGATE VS JUVENTUS
SPEEDBALL 2 David Page, New Malden, Surrey	320-12 VS REVOLVER
SHUFFLEPUCK CAFE David Page, New Malden, Surrey	15-12 VS BIFF
WORLD CLASS LEADERBOARD Sean Rice, London NW10	-8 ST ANDREWS

GAME BOY

WWF makes its debut in the Gameboy chart, with a couple of older titles bringing up the rear. The quantity of scores here is pretty deceptive - we got loads of scores, but most of them were rather sad - so get practising and lets have some better attempts next time round, eh?

WWF SUPERSTARS	Alex Lewis Graham, Guildford, Surrey	COMPLETED
F1-RACE	Ben Thorpe, Pottersby, Northants	AUSTRALIA - 38:30
BALLOON KID	Stuart Macrae, Barrhead, Glasgow	COMPLETED

SUPER FAMICOM

UN Squadron blasts a trail through the Famicom chart, to nestle in its rightful place at the summit. The rest of the table is made up of old favourites, but there's a stack of new games on the horizon, not least the incredible Super Tennis!

UN SQUADRON	Matthew Randall, Hounslow, Middx	579,000
FINAL FIGHT	Matthhew Randall, Hounslow, Middx	1,470,720
SIM CITY	Duncan Russell, Cardiff	METRO POLITITIAN
F-ZERO	Duncan Russell, Cardiff	19,999,990
AUGUSTA GOLF	Craig Hutchings, Rhonnda, Mid Glam	-7 WON WORLD CHAMPIONSHIP
DARIUS TWIN	Harmeet Jandu, Glasgow	4,650,800

C64

A real mixed back of games old and new, fab and sad, come together to form the 64 scores table. Great shoot 'em up Swiv heads the cast, followed by a support cast of great games and games which grate!

SWIV	Adam Carpenter, Plumstead SE18	2,697,070
PREDATOR 2	Adam Carpenter, Plumstead SE18	1,825,710
TURRICAN 2	Ben Wilson, Littleover, Derby	4,540,700
CREATURES	Ben Wilson, Littleover, Derby	7,872
ROBOCOP	Ben Wilson, Littleover, Derby	

SPECTRUM

The budget world attempts to muscle in on the Spectrum high-scores this month, but Powerdrift, Barbarian and R-Type manage to force 'em to the back of the list. Let's see some new titles in their next ish!

POWERDRIFT	Graeme Clark, Prestwick, Ayrshire	5,288,447
BARBARIAN	Matthew Hoggart, Littleborough, Lancs	9,550
R-TYPE	Matthew Hoggart, Littleborough, Lancs	100,550

MAGICLAND DIZZY	Richard Hall, West Bromwich, Birmingham	COMPLETED
FANTASY WORLD DIZZY	Richard Hall, West Bromwich, Birmingham	COMPLETED

AMSTRAD

A low quality of scores huddle together in the Amstrad ghetto, reinforcing the view that the CPC is finally on its way out. Or is it? Only you can say, by sending in more scores!

HARD DRIVIN'	Andrew Lansley, Llandysul, Dyfed	234,373
AFTERBURNER	Andrew Lansley, Llandysul, Dyfed	15,857,160
TURBO OUT RUN	Andrew Lansley, Llandysul, Dyfed	571,650
FRIDAY 13TH	Anthony Liell, Streatham SW16	131,300
GHOULS AND GHOSTS	Jamie Wright, Argyll, Scotland	65,900

PC ENGINE

A very lean time for the Engine, which is a great shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on, Engineers, plug in a cart and make a start at some high-scoring hi-jinks, will you?

PC KID 2	Tim Larmer, Epsom, Surrey	205,400
SUPER STAR SOLDIER	Jonathan Kempton, Bordon, Hants	273,300
CHASE HQ	Jonathan Kempton, Bordon, Hants	7,108,330
IMAGE FIGHT	Karl Pratt, E Boldon, Tyne & Wear	278,900

ARCADES

Lots of scores for lots of games, including Sega's revolutionary but pretty dull Time Traveler getting its foot in the door. All you avid arcadesters, play them coin-ops and submit those scores!

CHASE HQ	Alex Bickley, Brighton, Sussex	LAST LEVEL ONE CREDIT
MAD DOG MACREE	I McLaren, BFPO 47	8,510
EURO CHAMP	Matthew Townsey, S Humberside	5TH GAME ONE CREDIT
TIME TRAVELER	Robert Dunleavy, Heston, Middx	FIVE WORLDS
THE SIMPSONS	Matthew Townsey, S Humberside	LAST LEVEL FOUR CREDITS

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

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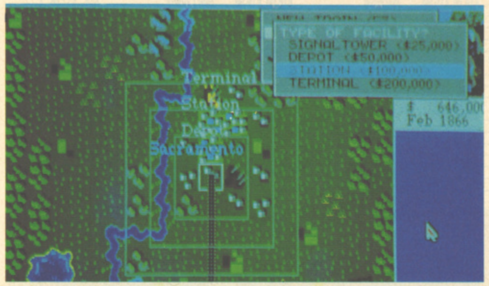
RAILROAD TYCOON

MICROPROSE

The pioneers of the age of the train come to life in Microprose's conversion of their top PC simulation. Choose to base your railroad in either East or West USA, Europe or England then, after selecting the appropriate skill levels, begin to build that railfreight system, ensuring that your line makes a profit (you don't want to end up in the same boat as BR, do you!) and keeping a beady eye on those greedy competitors.

Microprose have done a superb job of converting Railroad Tycoon to the Amiga; the original never went overboard on presentation, so the graphics are a bit on the basic side, with sound effects amazingly similar to those heard on kids' TV show Rainbow (during the picture-drawing bit)! Gameplay's the important factor with this one - you won't be disappointed.

OVERALL 92%

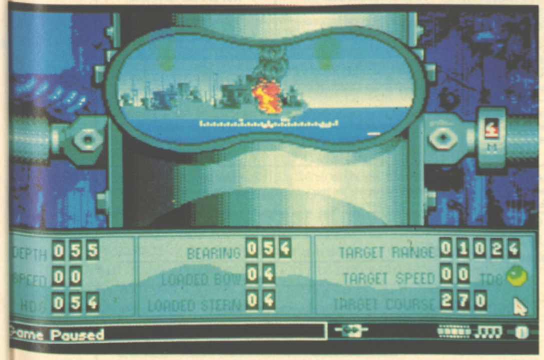


SILENT SERVICE II

MICROPROSE

Six years after the original Silent Service submerged Microprose in an ocean of awards, the sequel makes its way onto Amiga screens. Converted from the PC, Silent Service II doesn't wildly differ from its parent in terms of playability - perhaps not surprisingly; after all, there aren't that many differences between World War II submarines. Where the big changes lie are in the updated graphics, some of which are digitised, and the inclusion of new missions and a campaign option. If you don't already possess the original, this is one game which simulation buffs should watch out for; if the original Silent Service is already propping up your software collection though, give the sequel a blast before purchasing 'cos this may be just too similar for your liking.

OVERALL 74%



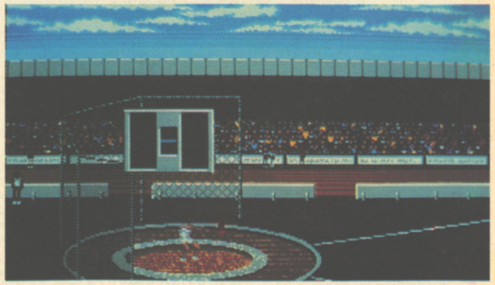
INTERNATIONAL CHAMPIONSHIP ATHLETICS

HAWK

Well, the athletics season is over for another year, but if you crave for a spot of track and field on computer, why not take a look at International Championship Athletics, with its cornucopia of events including sprints, high and long jumps, javelin and hammer throwing, to name but a few?

I'll tell you why. Because it's a pile of old - no, I can't use that word in these pages. This is one BAD piece of software, with some of the most embarrassing graphics ever witnessed. The commentator looks like a hideously deformed Trigger from Only Fools and Horses, the crowd look like undead Kevin Keegan clones and as for everything else? Don't ask. And certainly don't buy.

OVERALL 7%



GRANDSTAND

DOMARK

Dubbed "The Ultimate Sports Compilation", Domark's latest boxed set features a quartet of oldies, goodies and a bad, bad, baddy. World Class Leaderboard, Pro Tennis Tour and Continental Circus are the classy titles - fine examples of their respective genres. And to satisfy the "big names sell games" section of the software-buying public, Gazza's Super Soccer is thrown in for good measure. Nice license - pity it was wasted on such a crabby game.

Still, that's the only bad apple in the bag. The rest of the compilation is a jolly yarn and should keep people in front of their screens for a fair old time.

OVERALL 76%

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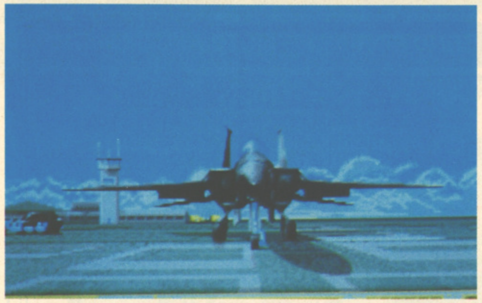
F15 STRIKE EAGLE II

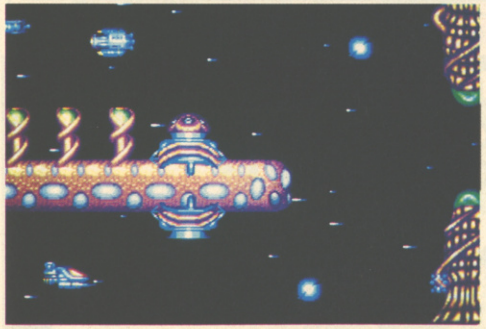
MICROPROSE **£34.99**

Leap into the cockpit of the world's premier fighter jet and take to the skies over a number of hostile countries in this, the sequel to the top flight combat sim of bygone times.

Converted from the PC, this version of F15 II has managed to retain all of the original features and, more importantly, the feel which made players gasp - it's a cross between a simulator and a shoot 'em up, with all the graphical excellence which you associate with Microprose products yet a noticeable lack of keys to wrestle with just to get off the ground. If I were you, I'd snap up this particular little gem straightaway.

94%





ARMALYTE - THE FINAL RUN

THALAMUS **£25.99**

Generally regarded as the best ever shoot 'em up to appear on the C64, Armalyte has been updated, tweaked and prodded and carted over to the 16-bits. Enter the Forbidden Zone and blast a trail through five tortuous levels of death, destruction and many weapons.

Thalamus could have made a treat of a game out of Armalyte, but instead have chickened out and opted for a weak interpretation of the original. Graphically no great shakes, the biggest gripe is that the gameplay is simply too average to make Armalyte stand out from the wealth of shoot 'em ups which have launched onto the market recently.

64%

GRANDSTAND

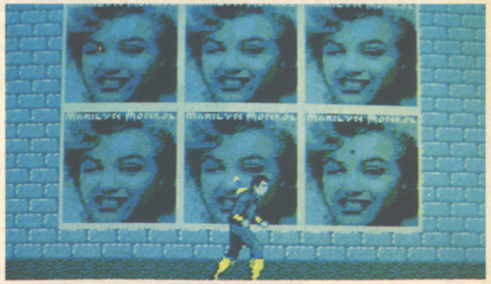
DOMARK **£29.99**

All you sporty types listen up: Domark have knocked together a compilation of four of the best known sports games around - but what's it like?

Three of the games are actually a bit smart. Continental Circus is a Grand Prix racer, and a very playable one at that - with good-looking graphics to boot. Pro Tennis Tour is one of the few tennis sims available for the ST and probably the best one around, whilst World Class Leaderboard isn't exactly the best golf game doing the rounds but, as an arcade-style 18-holer in a compilation, you can't really go wrong.

The only one not worth the effort is Gazza's Super Soccer. A wasted license the first time around, the game has deteriorated even further with age. Forget about that one and plump for the other three.

75%



SHINOBI

MASTERTRONIC **£7.99**

Joe Mushashi, manager of the Ninja Training Academy, is in a bit of a tizzy. His pupils have all been taken prisoner and he must go off in search of them before their parents discover his inability to look after their sons and take them to some other school. What follows is a multi-level beat 'em up in which Joe goes up against the kidnappers using fists, feet and a host of ninja armaments.

Unlike the high-quality C64 version which I looked at last issue, ST Shinobi is a bit of a sad attempt, featuring jerky sprites and watered-down gameplay. It's not a bad buy at £7.99, but there are better titles around for the same amount of money.

60%

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UTOPIA

AMIGA **£29.99**

BY GREMLIN GRAPHICS

Before a trainee gets a crack at running his own colony, a strict training exercise must be successfully accomplished. This takes the form of a simulation featuring everything which could happen in a real outer-space colony.

The simulation can be completed in one of two ways - wrong or wrong again. Commander Pacharelli selected neither - and won. Winning in a no-win situation isn't something which happens every day at the Training Centre, so the Council had little option but to give him a real mission - to colonise the ten planets orbiting the Rhebus sun.

Not the most simple of first-outings, as Rhebus is but a stone's throw away from the edge of the Open Systems - infamous for their less-than-friendly habitants. Still, it was Pacharelli's big chance to show the Council that he could command more than a training machine, so he jumped at the chance...

Crumbs, another Sim City lookalike to join the ever growing list of world simulators. So what's this one got which the others haven't? Not a lot, as it happens - but it does most things a whole lot better than its competitors. The social side of Utopia is a good example - annoy the colonists by mucking around with taxes, making them homeless or simply not clearing up the debris after a building has been demolished and they're likely to make sure you know exactly how they feel by striking and hitting the spot where it hurts most - in the pocket. So many random events occur that the game is different each time you play. Eclipses render solar panels useless, knocking out power to the entire colony and leaving the population wide open to attack unless you've remembered to build power stores. Terrorists infiltrate the system and blowing up your most important buildings etc etc. There are some great graphics touches, but the biggest pull for me is the deep yet simple gameplay which had me engrossed for hours. Utopia is a title I'll certainly be returning to, simply because of its ease of play and massive possibilities.

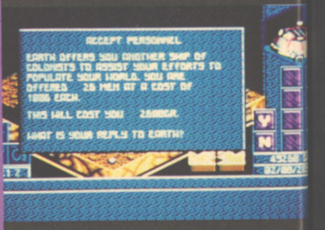
PAUL RAND

IT'S A COLONY - COR!

Taking on the role of Pacharelli, the player is invited to build a mini-Earth on the ten planets of the Rhebus solar system. Using an initial grant from the mother planet, the area to be colonised must be suitably kitted out with all the necessary ingredients for a stable existance for the colonists.

This entails supplying food, power, a security force, leisure and, most important for this unstable part of space, a sound defensive infrastructure. Taxes need to be set, accomodation constructed, raw materials mined and a multitude of decisions made.

Being master of all before you is an ominous, usually thankless task, so advisers are supplied to help keep track of the various goings-on. Think you can keep the people happy, productive and free from alien slaughter, all at the same time?

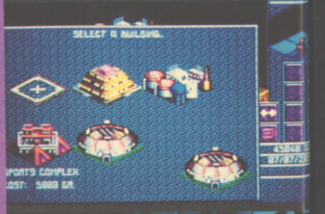


ACCEPT PERSONNEL

EARTH OFFERS YOU ANOTHER SHIP OF COLONISTS TO ASSIST YOUR EFFORTS TO POPULATE YOUR WORLD. YOU ARE OFFERED 26 MEN AT A COST OF 1000 EACH.

THIS WILL COST YOU 26000GR.

WHAT IS YOUR REPLY TO EARTH?



SELECT A BUILDING.

PORTS COMPLEX
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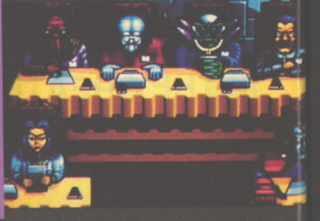
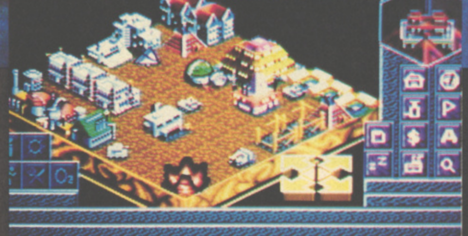


SOCIAL INSECURITY

People are people, even on an outer-space colony. They have to live together and work together - and it's up to the Colony Leader to make sure that everything ticks along nicely. Big gripes include taxation - setting the level of taxes too low keeps the people happy in the short term but starves the colony of funds, whilst too high a level causes resentment and disorder.

Folk need somewhere to live, so housing must be made available, along with various other facilities to increase the Quality of Life of the colonists. The lower the Quality of Life, the bigger the problems become, from strikes to acts of terrorism and even murders!



MILITARY MATTERS

A Colony Leader must be continually aware of and ready for an enemy attack, which is why Spying is such an important factor in Utopia. Agents will perform relative to cash, so while no money means no spies, a large injection of funds gives access to the very best intelligence.

Whether or not an attack is imminent, defenses must be constructed and maintained. Initially, arms like ships and tanks are available, along with missiles and lasers but new, more powerful weaponry can be invented by scientists. Remember though, the technicians require materials to build these gizmos - so ensure that ore deposits are quickly found and mines set up to exploit these mineral riches.

UPDATE

Utopia should be doing it's thing on an Atari ST colse to you right about now - so get out there and grab a copy now!

PLANETARY PALS

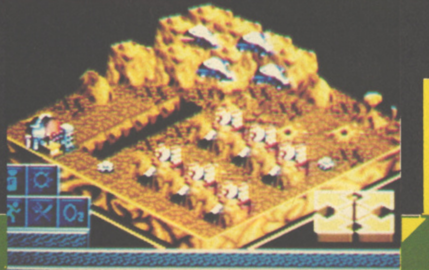
One man can't move a mountain, but a Colony Leader and a group of Advisers can form a successful colony.

The player has access to six Advisers, each offering detailed information on the complete workings of the colony, from amount of inhabitants and level of materials to current technological level and state of combat readiness.

Here also, it's possible to alter some of the game's limits, like the amount of workers in a factory or the level of finance to hand over to scientific research.

Just when you think you've seen enough world management games, along comes one with such a great edge on the others you're hooked once again! In the case of Utopia we're talking about ease of play, which makes a great difference when faced with the daunting task ahead. Playing God has never been such fun, 'cos all the colonists rely on you for just about everything they need to keep body and soul together. Mess it up and they're a mess - so the pressure's really piled on to get your backside in gear and sort these people out! With a squillion things which can go wrong - and often do! - Utopia keeps you right on your toes: so thank goodness it's a dream to pick up and play or you might blow your minions' lives away looking through the instructions! Great graphics, fine sound and gameplay which has been polished until it shines adds up to a game you'll want to add to your collection. Unless you're a shoot 'em up fiend who spends all his time blowing six bells out of everybody, in which case you won't. Good stuff!

TIM BOONE



PC	%
GRAPHICS	88
SOUNDS	77
PLAYABILITY	86
LASTABILITY	91
OVERALL	88

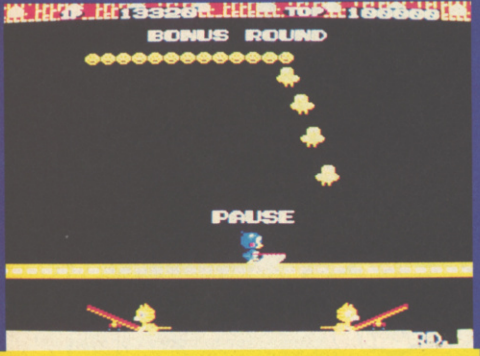
FLICKY

MEGADRIVE **£24.99**

BY SEGA

Flicky is a little blue bird on a mission. His pals, the Chirps, have been rounded up by the Cats and placed around their maze-like lair to be fattened for a feline feast. Hearing their little tweets for help, Flicky tracks down the entrance to the Cats' hideout and, feathers ruffled, marches through the door.

Only then does Flicky understand the magnitude of his quest. Chirps are scattered around each level, guarded by Cats and Lizards. In order to free them from their plight, they must be gathered together and led out of the Flicky Door - either one at a time, in groups or all together. Meanwhile the Cats will be trying to close down Flicky's rescue operation. But thanks to the throwable objects left carelessly around the lair, they can be stopped in their tracks and turned into jewels for bonus points!

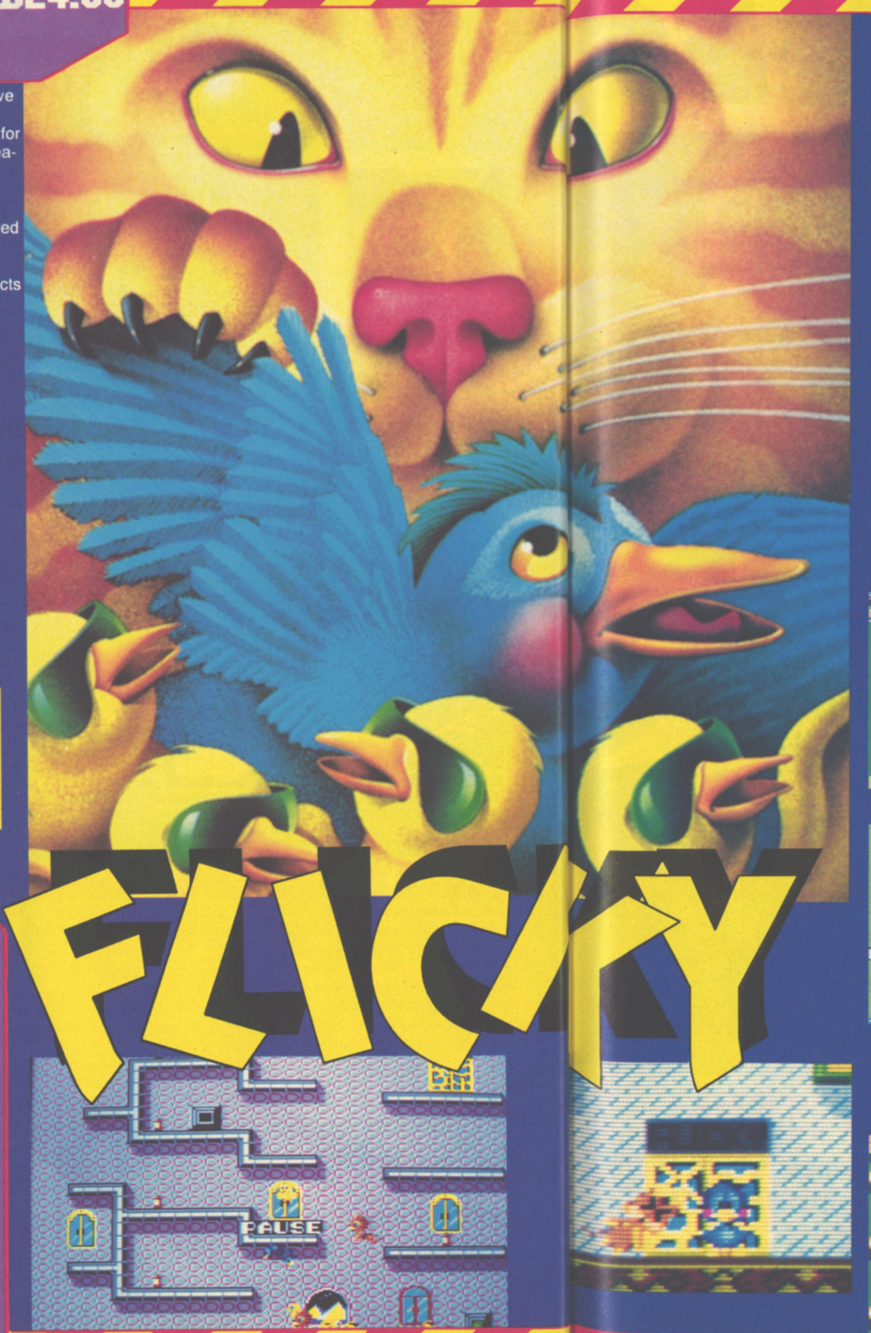


NET YOURSELF A TASTY BIRD!

Every few levels Flicky can try his hand at the bonus game, which he plays along with those crazy Cats. The ferocious felines launch Chirps from see-saws, leaving Flicky to catch them in his butterfly net. There are twenty to collect - and netting the lot grabs Flicky a whopping score!

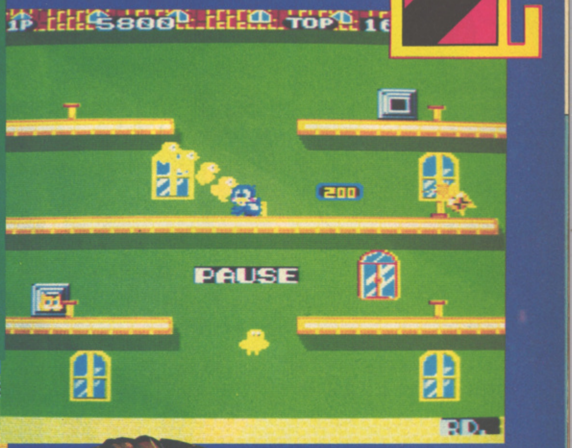
For a game consisting of a single-screen, wrap-round stage, Flicky is surprisingly brill! No need for massive scrolling levels or huge, axe-weilding sprites here - all the characters are tiny, but they animate very well, especially Flicky himself who flaps his wings for dear life when you launch him into the air! The idea is not unlike Bubble Bobble, except you're saving, not killing. Other than that, and the fact that the screen isn't static, the game's basically the same. Actually, the wrap-round screen adds to the excitement - whilst running after a stray Chirp and being chased by a hungry Cat, it's difficult to know where you are on the screen. Flicky's sound only adds to the overall atmosphere, with a terribly jolly ditty and lovely sound effects like those of the chirpy Chirps. The Megadrive is somewhat starved of cute platform titles and Flicky is a welcome new laff on the machine.

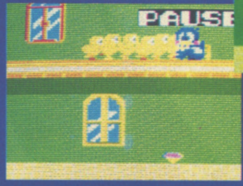
PAUL RAND



FLICK OFF, YOU CRAZY CATS!

You'd think it was the easiest thing in the world - collecting up a load of chirping chicks whilst avoiding the clutches of the cats. In fact it gets harder and harder as the game progresses, especially when you realise you can't fly too fast or some of the little cuties get left behind! Just make sure you don't get in a flap and you should just be able to do it!





1P TOP 100000
PAUSE

Everybody's gone Flicky flappy here at the CVG office, and that incredibly cutesie theme tune is slowly driving me nuts! Pick up the joypad and you just can't put it down - because this game has that special ingredient which just keeps you coming back for more: it's just so much fun! The bright and simple graphics may seem completely naff at first, but you soon discover they're perfect for this simple game and the game chirps away merrily as you flap about like fury. Flicky is roughly the equivalent of The Birdy Song on computer - nobody will admit that they play it, but everybody sneaks off to the Games Room and chirps their way through a few more levels. I'm not sure how long this one will fare in the lastability stakes, but right now Flicky is a bit of an office sensation. If you fancy a bit of fun on your megadrive and a flicking good game to boot, get Flicky. But if you're looking for a game which is going to last you ages, give it a flick before you flap out the cash.

TIM BOONE

1P 5560 TOP 100000
GAME TIME 0MIN. 44SEC.
TIME BONUS 3000 PTS.
FLICKY

MEGADRIVE	%
GRAPHICS	84
SOUNDS	83
PLAYABILITY	90
LASTABILITY	83
OVERALL	84

THE One for ST GAMES

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

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Domark's Pitfighter Gets Into Shape for a Christmas Showdown

INSIDE THIS ISSUE:

- FINAL FIGHT – ST Owners Come To Blow
- CAMPAIGN – Empire Expands To Conque Strategy And Action
- HARLEQUIN – Mystical Platform Power

Courtesy of US Gold and LEADERBOARD

WIN A VIDEO!

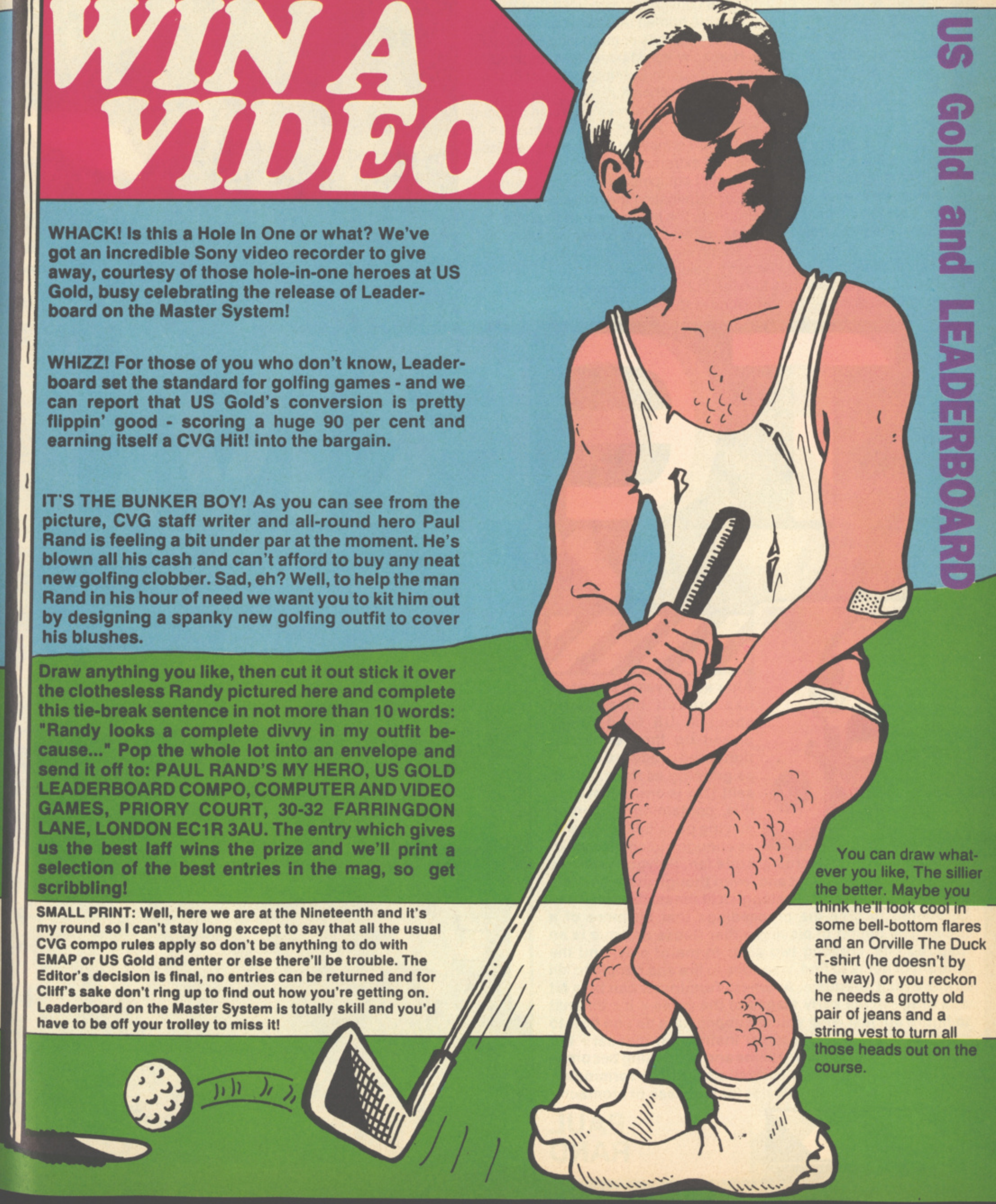
WHACK! Is this a Hole In One or what? We've got an incredible Sony video recorder to give away, courtesy of those hole-in-one heroes at US Gold, busy celebrating the release of Leaderboard on the Master System!

WHIZZ! For those of you who don't know, Leaderboard set the standard for golfing games - and we can report that US Gold's conversion is pretty flippin' good - scoring a huge 90 per cent and earning itself a CVG Hit! into the bargain.

IT'S THE BUNKER BOY! As you can see from the picture, CVG staff writer and all-round hero Paul Rand is feeling a bit under par at the moment. He's blown all his cash and can't afford to buy any neat new golfing clobber. Sad, eh? Well, to help the man Rand in his hour of need we want you to kit him out by designing a spanky new golfing outfit to cover his blushes.

Draw anything you like, then cut it out stick it over the clothesless Randy pictured here and complete this tie-break sentence in not more than 10 words: "Randy looks a complete divvy in my outfit because..." Pop the whole lot into an envelope and send it off to: PAUL RAND'S MY HERO, US GOLD LEADERBOARD COMPO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The entry which gives us the best laff wins the prize and we'll print a selection of the best entries in the mag, so get scribbling!

SMALL PRINT: Well, here we are at the Nineteenth and it's my round so I can't stay long except to say that all the usual CVG compo rules apply so don't be anything to do with EMAP or US Gold and enter or else there'll be trouble. The Editor's decision is final, no entries can be returned and for Cliff's sake don't ring up to find out how you're getting on. Leaderboard on the Master System is totally skill and you'd have to be off your trolley to miss it!



You can draw whatever you like, The sillier the better. Maybe you think he'll look cool in some bell-bottom flares and an Orville The Duck T-shirt (he doesn't by the way) or you reckon he needs a grotty old pair of jeans and a string vest to turn all those heads out on the course.

TERMINATOR

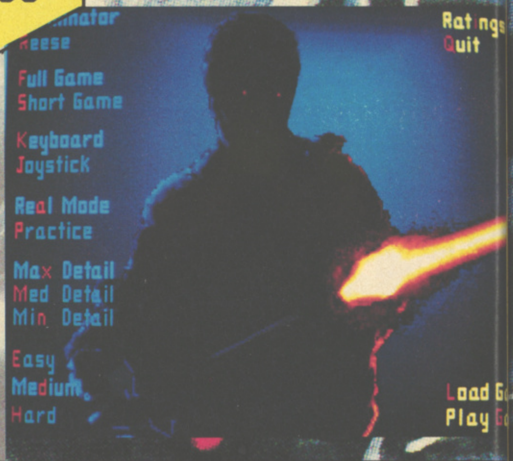
PC **£34.99**

BY US GOLD

It is the year 2029. The rebels have been fighting a five-year battle against the machines of Skynet - a mutation of the defence computer network of the late Twentieth Century. Skynet had got smart: instead of doing the bidding of its controllers, it decided that the greatest threat to the world was the human race and has almost wiped it out completely with the thousands of megatons of nuclear weaponry under its control. Humanity would have been doomed to extinction, were it not for one man - John Connor, leader of the resistance, who took on Skynet and smashed it.

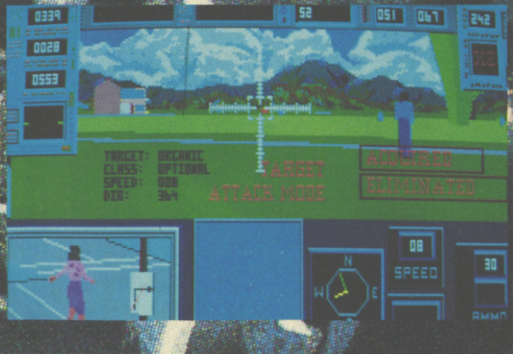
The machine had only one chance for survival. It would be pointless to destroy Connor now: he'd won. The only option would be to send a Cyberdyne Systems T-800 Terminator - half-man, half-machine, virtually indestructable and extremely dangerous - back to 1984 using the Time Displacement equipment to destroy Connor before he is even conceived, by terminating the mother.

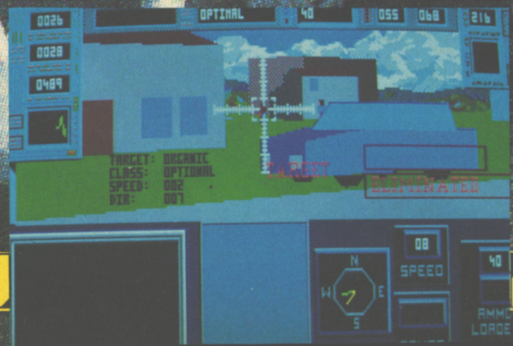
Thanks to excellent intelligence, the rebels hear of Skynet's plans and send one of their top warriors, Kyle Reese, through time to protect Connor's mother, Sarah, whilst attempting to terminate the Terminator. It won't be easy, using the primitive weapons which 1980's Los Angeles has to offer, but this is a mission which one man must accomplish if mankind is to survive.

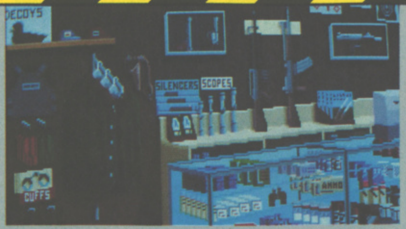


After seven years of people like myself harping on about it, US Gold finally picked up the Terminator rights and produced a game as gripping as the movie itself! This is one hell of a big title, containing numerous playing possibilities as well as enough violence to satisfy even the most discerning Arnie fan. Polygons portray the action to great effect and, even though the frame rate can become desperately sluggish at times, the detail can be altered to give the proceedings that bit more of a boost. The option of playing either Reese or Arnie is an inspired one, creating two clear forms of play, and the amount of items to find, weapons to fire and people to kill is more than adequate. At times, Terminator can be a bit of a drag - in the early stages of the game it's difficult to figure out just what you're supposed to do and how to do it - mainly due to a lousy instruction manual - but spend some time at the machine and everything becomes crystal clear. Pacifists, steer well clear of The Terminator, a sprawling epic definitely not for the weak of stomach!

PAUL RAND

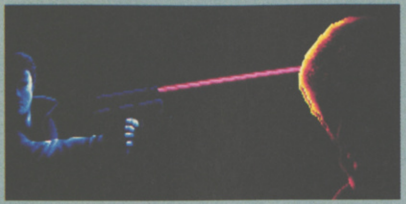






YOUR CLOTHES - GIVE THEM TO ME

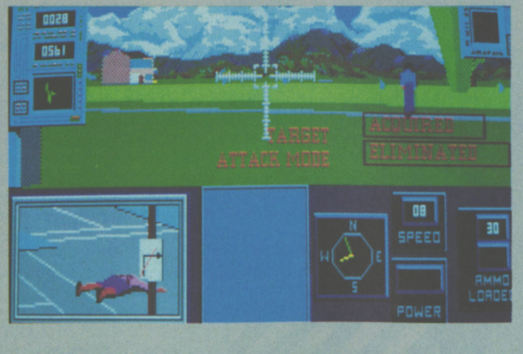
The Terminator gives the player the best of both worlds - the option of playing either Reese or Arnie! Each character obviously has differing objectives. Whilst Kyle must find and protect Sarah Connor, the Terminator needs to kill her along with anyone who stands in its way. With a pair of PCs linked together via a serial cable, two players can take part in the game at the same time - one as Reese and the other as the T-800 - for a true multi-player experience!



NOTHING CLEAN, RIGHT

No matter whether you're Reese or the T-800, you can get around LA a lot faster by finding a four-wheeled, alloy-constructed transportation device - a car to non-cyborgs!

There are two types of automobile available in Terminator - manual and automatic - and both reach a speed of 66mph! Be careful when you're hurtling around the town, boy-racer style, though; your mirror-mounted fluffy dice may get in your way, block your sight and cause you to smash right into a building. Well, it is the 1980s you know!



I'LL BE BACK

For the benefit of those unitiated few, the movie The Terminator, by Aliens/Abyss director James Cameron, was released in 1984. Costing $7,000,000 - a pittance compared to the big-budget Rambo/Rocky Stallone extravaganzas of the same era - The Terminator was the ideal vehicle for the movie's two stars, hitherto-unknown actress Linda Hamilton (whose previous work included a part in the dire chiller, Children Of The Corn) and one-time Mr Universe, dabbler in one or two film projects and incredibly large Austrian, Arnold Schwarzenegger.

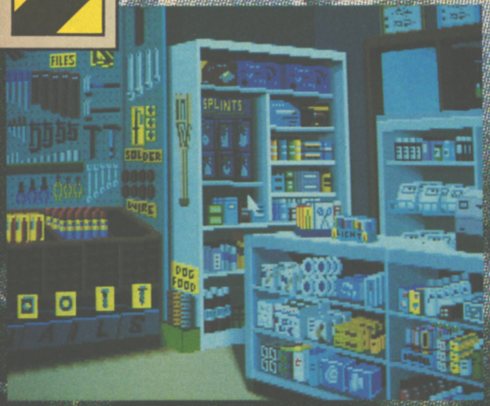
Both went on to better things thanks to the success of Terminator, Hamilton taking the starring role in hit American TV series Beauty And The Beast, whilst Schwarzenegger's credits hardly need mentioning: Commando, Predator, Red Heat, Twins and Kindergarten Cop to name just a few. Earlier this year the two came together again in Terminator 2 - Judgement Day, a sequel which took seven years to appear and cost more than any other film to produce - over $100,000,000.

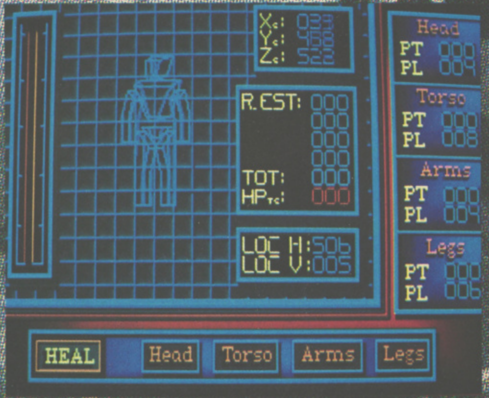
Described by one movie critic as "the most spectacular sci-fi ride ever", Terminator 2 became the highest-grossing cinematic production of all time, earned Arnie - who switched from baddie to goodie - $15,000,000 and a private plane, and managed to blag itself a 15 certificate despite various neck-skewering scenes and a particularly disturbing nuclear war sequence. If you haven't yet seen this, possibly the greatest film ever, then you don't deserve to have eyes...

UPDATE

No plans as yet for any conversions. But if you lot go bonkers over Arnie's antics, who knows? We will, that's for sure!

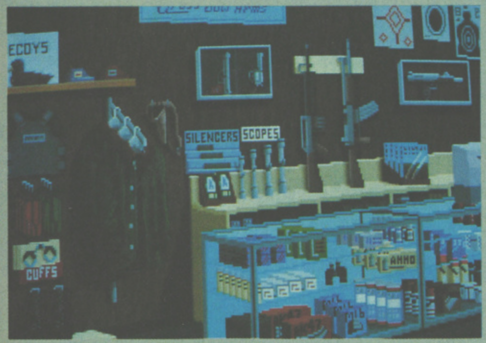
THE TERMINATO





PHASED PLASMA RIFLE IN THE 40-WATT RANGE

As all good Terminator fans will know, one must travel through the Time Displacement Device without any inorganic matter on his person. Naked, in other words. Well, thankfully, US Gold have ensured that both lads have been kitted out clothes-wise before you impressionable lot get to lay eyes on their doings, but unfortunately, they're left without money in their pockets! Goods such as weapons, ammo, tools etc, must be acquired somehow and what's the best way for a future-man to get hold of the gear? Nick it, of course - no records on the police computer! Just ensure you don't overfill those pockets, otherwise the store owner will call the rozzers, who'll come with pistols packing!



Gob-smacking fact of life number 1098: nobody's ever produced a Terminator game until now! Incredibly, one of the best movies of all time takes this long to make it onto the micro - and thankfully it's been worth the wait. Unlike the Megadrive version soon to be unleashed by Virgin, PC Terminator is a 3D exploration romp with plenty of action thrown in. The programmers have tried to make the game mirror the movie as closely as possible, and it works very well. Playing Reese (although I'd rather be Arnie!) you really do get the sense that the T-800 is "out there" and ready to pounce. You're conscious of the clock slowly clicking down to Doomsday and rush around like a blue-bottomed fly trying to find Sarah Connor and not shoot the wrong people. Minor niggles include the slightly weird on-screen 3D, which occasionally goes completely haywire, and the fact that Sarah Connor can become such a pain in the butt you want to blow her away yourself - but can't! That aside, the game works well and fans of the movie will go all goosepimply over this. Go get it if you wanna live...

**TIM
BOONE**

PC

GRAPHICS	88
SOUNDS	87
PLAYABILITY	87
LASTABILITY	86
OVERALL	88

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

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IBM PC & COMPATIBLES
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EASY TO PLAY - HARD TO MASTER

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Amiga Screenshot's Shown

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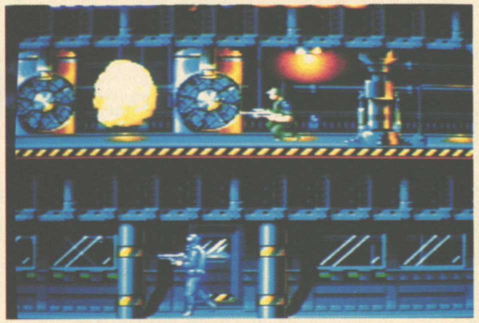
IMAGINEER
ANCO

TIPOFF
IMAGINEER
IMAGINEER

TERMINATOR

VERSION	DATE	PRICE
MEGADRIVE	CHRISTMAS	£ TBA

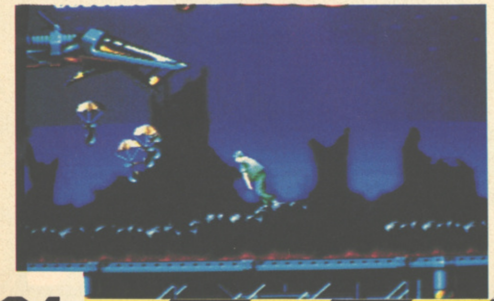


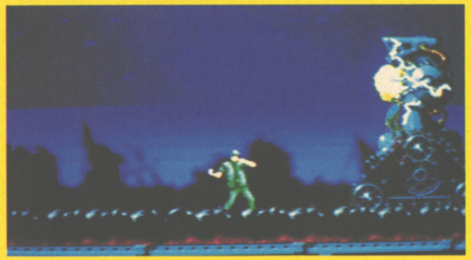
You're terminated, me old mucker! Having recovered from our three-page PC Terminator review, just run your peepers over this incredible preview of the Megadrive game of the film! Have we got the goods or what?

As you'll quickly discover, the two games are completely different and published by completely different software houses, and both of them look totally bloomin' brill. Anyway, here's Arnie lookalike **PAUL RAND** to tell you all about Virgin's mega Megadrive cart. Take it away, muscles...

Seven years after Seargent Kyle Reese saved the life of Sarah Connor and halted the destruction of the entire human race in James Cameron's classic Terminator, Virgin have picked up the rights to produce the game on Sega Megadrive.

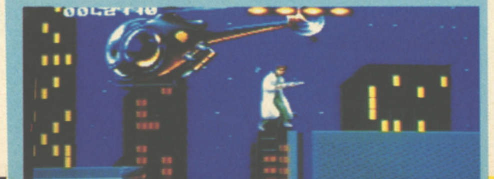
For a movie which, dollar for dollar, made around twelve times more than it cost to produce, as well as rocketing Mr Biceps to the top, it's taken a long time to make it to the consoles. After this long wait it had better be good...

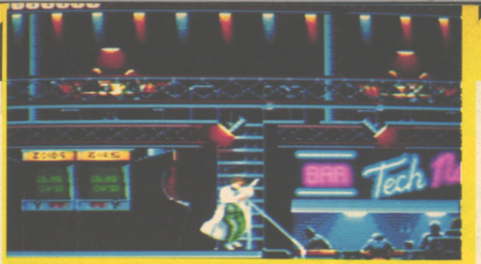




THE FUTURE: Reese must enter the Skynet control centre, running the gauntlet of Hunter-Killers and Terminators, set a time-bomb on the main power plant and find and enter the Time Displacement Equipment before it is destroyed in the resulting explosion.

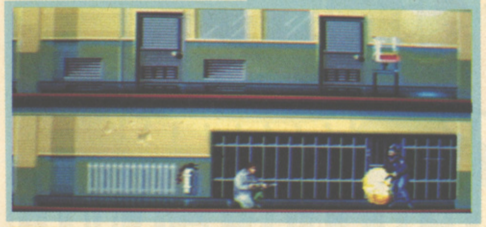
STREETS OF LA: Our hero is transported to the year 1984 and must begin his search for Sarah Connor. But first he must escape the wrath of the Los Angeles Police Department, who are on his tail and kitted out with cars and helicopters!

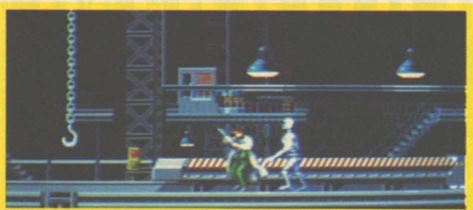




TECH NOIR: Reese finds Sarah Connor in the punk nightclub Tech Noir. Unfortunately, so does the Terminator. Kyle must ensure the safety of Sarah by taking out the cyborg, but 20th century weaponry is useless against a hyper-alloy combat unit...

POLICE STATION: Reese is captured by the LA PD and placed in a cell, whilst Sarah enjoys what she believes to be the safety of a police department. The trouble is, noone banked on the Terminator gate crashing the party...



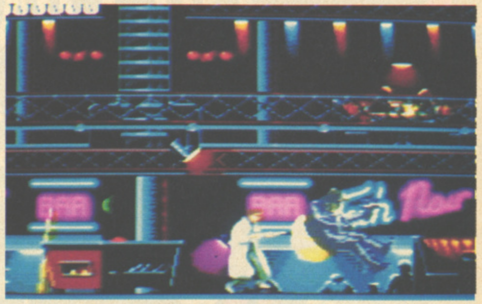


CYBERDYNE SYSTEMS PLANT: Reese and Sarah have succeeded in killing the Terminator in a massive explosion - or so they think. The flesh is gone, but the combat chassis continues its relentless mission. Running into a nearby automated factory, the pair must defeat him once and for all to protect the future!

Megadrive Terminator, programmed by Probe, follows the plot of the film closely. So closely, in fact, that the main character is not Arnie. The player controls Reese throughout the game, with the Terminator making regular cameo appearances.

The action actually starts before the point at which the film began. Level one sees Reese in the year 2029, carrying out his orders to destroy the Time Displacement Equipment used by the Terminator to travel back in time to the year 1984, and going through the machine before the time-bombs detonate.

From then onwards, the player will take Kyle on a digital journey across some of the best-known locations in sci-fi cinema history before the ultimate showdown...



While most of the graphics for The Terminator are up and running, some still require a spot of tweaking and the finished Arnie sprite (the one shown here is just a test) is in Greece!

As for Reese, he was created using the same method seen in the spectacular Prince Of Persia. An actor was videotaped carrying out a number of moves and each frame digitised and animated to create the running, jumping, shooting hero you see here.

Drooling over these screen shots? Well - the best is yet to come! What we can't show you are the in-game tunes - raucous, fast-paced ditties which suit the action down to the ground and, more impressive, the front-end track: a stunning, beat-for-beat replica of the original Terminator title tune accompanied by a fab movie-like opening sequence which has to be seen to be believed!

QUICK SARAH. IN HERE!

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KEEP YOUR EYE ON SPOT™

Amiga screen shots shown.

Virgin
Leisure Genius

TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY
1	NE	JIMMY WHITE'S WHIRLWIND SNOOKEF	VIRGIN
2	1	MANCHESTER UNITED EUROPE	KRISALIS
3	4	THUNDERHAWK	CORE DESIGN
4	3	RAINBOW COLLECTION	OCEAN
5	6	RODLAND	STORM
6	5	DIZZY COLLECTION	CODEMASTERS
7	NE	SILENT SERVICE 2	MICROPROSE
8	17	MONKEY ISLAND	US GOLD
9	2	CRUISE FOR A CORPSE	US GOLD
10	10	HERO QUEST	GREMLIN
11	12	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT
12	7	F15 STRIKE EAGLE 2	MICROPROSE
13	24	LEMMINGS	PSYGNOSIS
14	28	GREMLINS 2	ELITE
15	9	PGA TOUR GOLF	ELECTRONIC ARTS
16	16	BIG BOX	BEAU JOLLY
17	26	F16 COMBAT PILOT	DIGITAL INT
18	31	FUNSCHOOL 3 (OVER 7'S)	EUROPRESS
19	30	FLIGHT OF THE INTRUDER	MIRRORSOFT
20	11	KICK OFF 2	ANCO

WE ARE 10

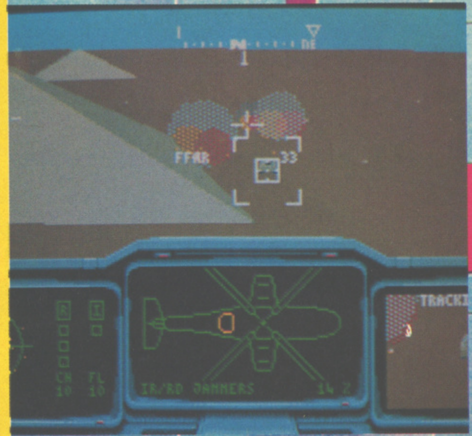
Jimmy White's Snooker storms into the chart, knocking the previously unshakeable Man United from its perch. Sneaking quietly into the chart at No. 7 is Microprose's long awaited Silent Service 2 and the Dizzy Collection is still there in the top ten after 3 weeks. Can it make a whole year? We'll wait and see, so look out for next month's chart and the surprises it might hold.

AMIGA

1	NE	Jimmy White's Snooker	Virgin
2	2	Thunderhawk	Core Design
3	NE	Silent Service 2	Microprose
4	1	Cruise For A Corpse	US Gold
5	8	Monkey Island	US Gold
6	3	PGA Tour Golf	EA
7	4	Man Utd Europe	Krisalis
8	7	Rodland	Storm
9	10	Rainbow Collection	Ocean
10	6	F15 Strike Eagle 2	Microprose

Top of both the Amiga chart and the ST chart this month is the brilliant Jimmy White's Snooker. It looks like this game is going to run and run. The newie this month is Silent Service 2 doing well at Number 3. The biggest surprise this month, is the sudden demise of Cruise For A Corpse, slipping from the top spot to Number 4.

100
BREAK
122



MEGADRIVE

1	Streets Of Rage
2	EA Ice Hockey
3	Sonic The Hedgehog
4	Zero Wing
5	Outrun
6	Spiderman
7	Marvel Land
8	Alien Storm
9	Wrestling
10	Dinoland

Our fave beat em up of the moment, Streets Of Rage, is currently riding high at the top of the chart. Dinoland creeps in at Number 10 and is about the only good Pinball game available for the Megadrive. Namco's cute platform romp, Marvel Land also holds a nice high position.

PAUSE
LIFE
ENERGY
PAUSE
LIFE
ENERGY

ATARI ST

1	NE	Jimmy White's Snooker	Virgin
2	1	Flight Of The Intruder	Mirrorsoft
3	RE	Back To Future 2	Mirrorsoft
4	NE	Thunderhawk	Core
5	4	Man Utd Europe	Krisalis
6	RE	Railroad Tycoon	Microprose
7	9	Gods	Renegade
8	3	F15 Strike Eagle 2	Microprose
9	6	Rainbow Collection	Ocean
10	RE	Striker Manager	D&H

Flames Of Freedom and the mighty Lemmings are nowhere to be seen! Jimmy White has the top spot this month with Archer McLean's masterpiece. Mirrorsoft's newie Flight of the Intruder is doing very well and Man United hold the same spot as last month. Expect big surprises next month though, as the big build up to Christmas ensues. You have been warned...

SPECTRUM

1	9	Hero Quest	Gremlin
2	1	Dizzy Collection	CMasters
3	5	Rainbow Collection	Ocean
4	4	Multi Player Soccer	D&H Games
5	18	SCI	Ocean
6	2	Man United Europe	Krisalis
7	3	F16 Combat Pilot	Digital Int
8	RE	Euro Superleague	CDS
9	NE	Ghostbusters 2	Activision
10	13	Mutant Hero Turtles	Mirrorsoft

Hero Quest knocks dizzy for six, but football seems to be dominating the Speccy chart this month. Yes, playing football has been abandoned in favour of managing teams. There's a lot of thrilling funmeisters out there...

COMMODORE 64

1	5	Man Utd Europe	Krisalis
2	2	Rodland	Storm
3	4	Dizzy Collection	CMasters
4	1	Creatures	Thalamus
5	RE	F16 Combat Pilot	Digital Int
6	RE	Hero Quest	Gremlin
7	3	Rainbow Collection	Ocean
8	8	Big Box	Beau Jolly
9	17	Teenage Mutant Hero Turtles	Mirrorsoft
10	13	Predator 2	Mirrorsoft

Man United! Man United! Funny how one team can sell so many games, where are all the Liverpool and Arsenal supporters? The only game that looks like moving Krisalis' smart footie sim is Storms cutesy romp Rodland. You dont see it on this chart, but storming in at Number 15 is a head alignment tape!

DESIGN AND PROGRAMMING
THE OLIVER TWINS
GRAPHICS
NEIL ADAMSON
MUSIC AND SOUND FX
DAVID WHITTAKER

PC ENGINE

1. PC Kid 2
2. F1 Circus 91
3. Final Soldier
4. 2nd Bout Wrestling
5. Counter Attack 1941

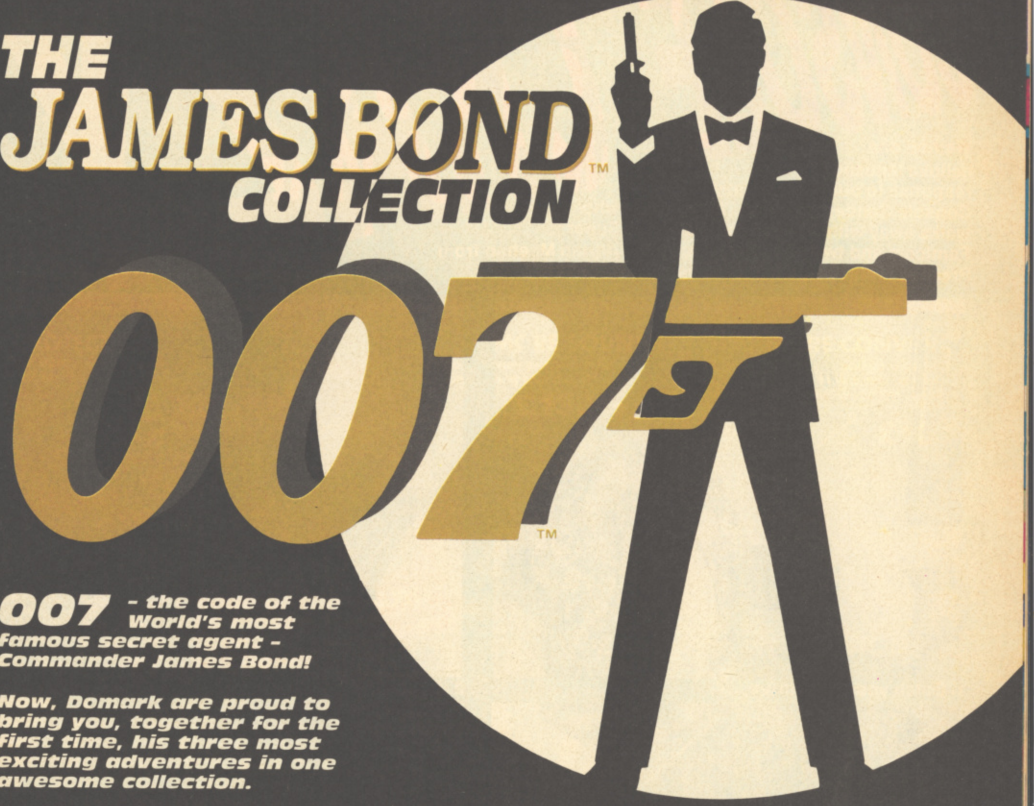
Bizarre! A Supergrafx game makes it to Number Five in Console Concept's PC Engine chart. Most people haven't even seen one of these rare machines, never mind bought one!

AMSTRAD

1	5	Dizzy Collection	CMasters
2	1	Man Utd Europe	Krisalis
3	RE	Obliterator	Psygnosis
4	9	Big Box	Beau Jolly
5	2	Rainbow Collection	Ocean
6	NE	Line Of Fire	US GOLD
7	RE	Fun School 3	Europress
8	3	Hero Quest	Gremlina
9	4	Mutant Hero Turtles	Mirrorsoft
10	RE	Back To Future 3	Mirrorsoft

A little weird is the entry of the admittedly excellent Fun School 3. Hero Quest is starting to slip and the chart looks very very different from last month's...

DESERT ISLAND DIZZY
CODE MASTER'S



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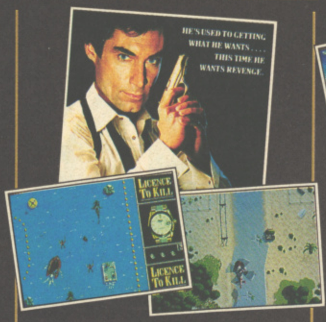
Programmed by: The Kremlin 1990 Eon Productions Ltd/MAC B. Inc. The Spy Who Loved Me © 1977 Danjaq S.A. All rights reserved. © 1977 United Artists Company. All rights reserved. Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved. 'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc. Artwork and Packaging © 1990 Domark Ltd.

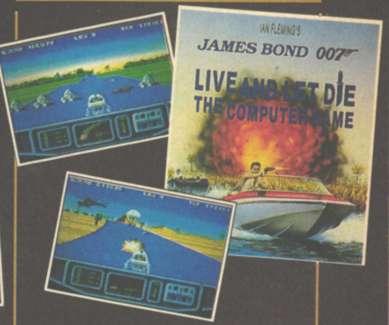
LICENCE TO KILL


HE'S USED TO GETTING WHAT HE WANTS.... THIS TIME HE WANTS REVENGE.
LICENCE TO KILL
LICENCE TO KILL

- Take control of this multi-level, multi-role game of the latest and most exciting James Bond movie. Now's your chance to pilot helicopters, drive articulated tankers, perform death defying parachute stunts and water ski barefoot.

Programmed by: Quixel. Film distribution by MGM/UA Distribution Co. Gun logo symbol © 1962 Danjaq S.A. and United Artists Company. All rights reserved. Packaging © 1989 Domark Ltd.

LIVE AND LET DIE



- M's briefing was simple, "Find Mr Big, and don't come back until you do." Q has given you his latest toy – the fastest and most dangerous speedboat ever made.
"Good luck 007 – you'll need it."

Source code and game format © 1988 Elite Systems International Ltd. Gun symbol logo © 1962 Danjaq S.A. and United Artists Company © Eon Productions Ltd. Gildrose Publications Ltd. 1988

DOMARK

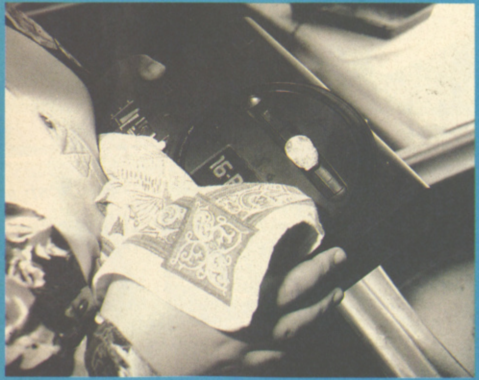
Domark Ltd., Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: +44(1) 81 780 2224. Screenshots Amiga & Atari ST.

CONSOLE CRAZY

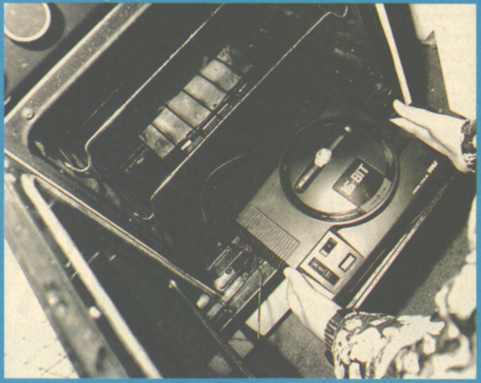
We had one helluva landslide response to our recent Crazy Console Concepts compo. The winner, who walks away with a brand spanking new Super Famicom and two games, is crazy chef Adrian Meehan from Prescot, Merseyside. Take it away, Adie...

1. Catch your Megadrive

2. Give it a good wash

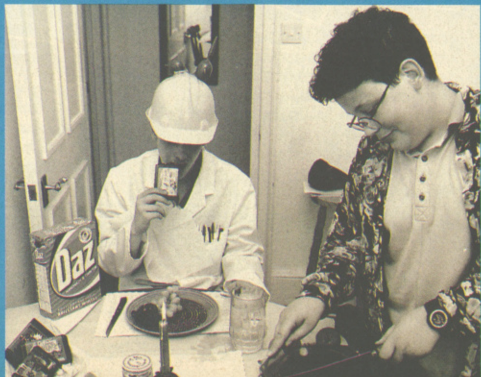


3. Dry it and add a sprout



4. Bake for 20 minutes, turning occasionally

5. Serve with lettuce and tomatoes



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Bullfrog's latest blockbuster - ACE readers have their say!

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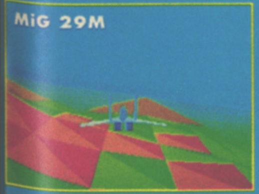
Lotus 2
PAUSED

Hudson Hawk
0001200



Floor 13
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Alien Breed

ALIEN 3

This time, it's really, really personal!

IN THE WO

Sneak previews of Chris in development!

PREVIEW

Parasol Stars, Apocalyp Engine, Wizkid, Tip Off, Commander & Many m

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FREE MICROSELL ADS!!!

(Well nearly) – To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number...... ...What are you waiting for!

THE MICROSELLS

FOR SALE Sega Megadrive with 2 games, which are Whip Rush and Batman, sell for £120, all boxed up, will swap for PC Engine with games. Phone Simon on:0452 500754

SEGA MASTER SYSTEM + includes 2 built in games, 2 joypads + 1 light phaser. £60. Phone: 319 4156

GAMEBOY GAMES for sale. Tennis, Turtles, Spiderman and Tetris. Sell for £15 each. Phone: 071 241 4351 after 6pm, ask for Greg.

SEGA MASTER SYSTEM for sale, good condition, sell for £35. Phone: 071 241 4351 after 6pm, ask for Greg.

SPECTRUM +2 with 3 joysticks, and over £250 worth of games including Hero's Quest, Pang , Turtles and some budgets. Very good condition. Only £150, swap for a working Amiga 500 or Atari ST. Phone Peter on: 081 360 7175

NEARLY NEW Amstrad CPC 464, cassette for sale, over 150 titles, priced from £1 - £6, including Italy 1990 and Operation Wolf, for list please send an SAE to James Browning, 18 Fairfield Road, Chesterfield, Derbyshire, F40 4TT

SPECTRUM GAMES for sale, over 300 titles, prices range from 50p - £7, if interested, phone: 0489 581488 ask for Kenny, please phone after 5pm

FOR SALE Pal Megadrive with 7 games, including Sonic the Hedgehog and John Maddens Football etc. Ring: 0282 68664

AMSTRAD CPC 6128 with colour monitor for sale, 20 games, joystick, tape lead disk drive, good condition, qucik sale £100 Phone: 0533 735976 (Leics)

2 ATARI ST games, Wonderboy and Blood Money, want reasonable price. Phone: 245 0975

ATARI LYNX comes with 3 games, Paperboy, Gauntlet the 3rd Encounter and Slime World. Also Acom Lynx cable, which you connect with and Adaptor. All for £80. Tel: 0279 730572 ask for Jonathan

AMSTRAD CPC 6128 comes with colour monitor, 1 joystick, 70 games, £600 worth. Disk and cassete drive. £399 ono. If interested ring: 081 946 7181

AMGIA games package, Barbarian, Togan, Batman, Batman the Movie, Dr Doo's Revenge, Ninja Rabbit, Shadow Warriors, Operation Wolf, Italia 1990, International Soccer, Chuck Rock, New Zealand StoryTeenage Mutant Ninja Turtles. Ideal package. Sell for £70, or swap for Megadrive software. Tel: 091 4825260

AMSTRAD CPC 464 for sale with monitor, joystick, 40 magazines, over 230 games worth nearly £800. Will sell for £180 ono. Call Andy after 5pm on: 03552 29334

SPECTRUM 128K +2 computer, kempston interface, qucikshot joystick, with about 50 games, 40 magazines with 29 cover tapes, cost over £400, accept around £150. Contact David: 091 286 0453

BRAND NEW Amstrad 2286 PC, 12 megahurt processor, 1 megabite memory, 40 megabite hardrive, 3.5" high density floppy drive, 14" VGA high resolution monitor, Still under warranty. £650. Phone: 0727 867663

SEGA MEGADRIVE boxed, only 2 months old, + 10 games, including Abrahams Battle Tank, 688 Sub Attack, Eswat, Dick Tracy, Techno Cop and new joystick. All for £350 ono. Ring Paul 0622 686524

SEGA GAMEGEAR + Mickey Mouse, Super Monaco GP, and Columns for sale. £110 ono. Tel: Leicester 350118

SPECTRUM +2 brilliant condition, light gun and light gun games, games worth £450. 2 joysticks. Will sell for £150 ono. Good for 1st computer. Ring: 0705 269536 after 5.30pm, ask for Kevin

SEGA MEGADRIVE includes 6 top games, eg. Bare Knuckle, Alien Storm, Rainbow Islands, etc. Sell for £210 ono. Please contact James on: 0272 441097

ATARI 520 STFM with 18 games and joystick + star LC10 colour printer, keyboard 2 + leads. Bargain at £375 ono. Tel: 0705 737251 after 6pm

AMSTRAD CPC 464 colour monitor, 40 games, excellent condition. Worth over £350, sell for £100. Ring: 0582 832534

ST GAMES for sale, including Speedball 2, Pang, Narc, Lemmings, Kick Off 2 and many more. Excellent condition. Tel: 0223 313716 ask for Vinny

SPECTRUM games for sale. Over 110 at 50p and £1.50 each.Or all for £80. SAE for list to: Barry Turpin, 46 Shelford Road, Fulbourn, Cambridge. CB15HJ

WANTED Master System games, will pay £10 each for those wanted. Telephone Barry on: 0223 880705 after 7pm

THE MICROSELLS cont.

BARGAIN Spectrum games, 110 at 50p and £1.50 each. All for £80. SAE to: Barry Turpin, 46 Shelford Road, Fulbourn, Cambridge. CB15HJ

SWAP GAMEBOY in good condition, with 5 games, for Gamegear or Lynx. Or sell for £115, when worth £165. If interested phone Andrew on: 061 330 2322

VOODOO NIGHTMARE for the Amiga 500. Sell for any reasonable offer. Phone: 948 2595

AMSTRAD GX4000 for sale, with 2 control pads, and buring rubber cartridge in original packaging, complete with manuals. Bargain at only £45. Tel: 0202 690466

ATARI LYNX for sale, with AC adaptor, 4 games, still boxed. Road Blasters, Electro Cop, Blue Lightning and Slime World. Worth £180. Bargain at £110 ono. Phone: 0245 74724

SWAP my UK Megadrive, still under guarantee, + games, RC Car, including battery charger, and radio gear, hardly used for Amiga A500 in good working order. Tel: 0929 424060

PC COMPATABLE for sale, gold star GT212, 40 megabit hard disk, VGA graphics, 1 white ram, 6 months old, warranty and maintenence included. Price £499. Phone: 071 700 6246 evenings only

GAMEBOY includes carry case, headphones, 2 player lead, WWF Wrestling, Super Mario Land, Spiderman, Double Dragon, Tetris, all boxed, still under guarantee. £120 ono. Phone: 0707 59908

ATARI LYNX for sale, boxed, excellent condition, only a couple of months old, comes with 2 games, Slime World and Blue Lightening. Also mains adaptor. All for £80. Phone Paul on: 0689 826551

SEGA MASTER SYSTEM 2 joypads, + Alex Kidd in Miracle World, 5 weeks old, the best condition, sell for £35. Telephone Matthew Jones on: 699 0650

ATARI ST 20 games, 2 joysticks, will sell for £350. Phone Adrian Stewart on: 214 322

SWAP Rambo 3 for Sonic the Hedgehog, Contact Paul on: 03224 35431

AMIGA 500 for sale with £300 worth of games. Bargain at £260. Call Andrew after 6pm at: 081 653 5315

AMIGA 500 for sale with loads of games and accessories, genuine sale, just over 1 year old at £260. Call Andrew after 6pm at: 081 653 5315

SEGA MASTER SYSTEM, 2 control pads, 9 games, including Mickey Mouse and Super Monaco GP, excellent condition. 1 year old £120. Phone Gary on: 0482 863077

SWAP up to 15 Amiga games for a Nintendo Gameboy, also Amiga titles for sale from just £3. Tel: 03954 3839, for further details ask for Dave

AMSTRAD CPC 464 green monitor and TV modulator, over £200 worth of games, worth over £400, sell £175. Call Gary: 0482 863077

AMSTRAD CPC 464, includes over £200 worth of software and will swap for a megadrive with any 2 games, if interested please ring: 0942 608101 after 5pm

PC ENGINE Super graffx, scart, with extra joystick, including 5 player, with 10 excellent games, including Ghouls and Ghosts, Formation Soccer, Splatter House, SCI, R-Type 1 and 2, worth over £700. Sell for £250 negotiable. May swap. Telephone: 071 586 0655

PC ENGINE Pal for sale, its got 9 great games including Splatterhouse, Wrestling and Gunhed. Five player adaptor and joypads, perfect condition, 1 year old. Worth £500, sell for £300 or swap for ST or Amiga. Phone David on: 0602 306084

ATARI LYNX 1 month old, excellent condition, 6 games including Warbirds, carry case, sunviser, screen guard, power pack and headphones. Worth £300, will sell for £180 or swap for Gameboy. Phone 0204 708273 ask for Mark

NINTENDO including Joypads, cleaning kit, Mario 1, Simons Quest, Life for Salamander, Bayou Billy, Wrath of Blackmanter, Megaman 1, metal gear, £115 ono, or sell seperately. Phone: 081 459 0342 after 6pm , weekdays ask for Kerry

MEGADRIVE and Nintendo. NES for sale, includes cleaning kit, and 7 games, also Megadrive super Thunderblade for sale. Ring: 081 459 0342 ask for Kerry

AMSTRAD CPC 6128 disk drive, colour monitor, colour TV, 1 tape recorder, joystick, over £100 worth of games, very good condition for only £250 ono. Ring: 0245 281267 ask for Carl

WANTED games - 1942 or 1943, phone: 081 667 1929 evenings.

THE MICROSELLS cont.

AMSTRAD CPC 6128 with colour monitor and joystick, + £550 worth of games. £220. Tel: 0276 74443

FOR SALE Atari 800XL computer, with 2 joysticks and 14 games for £80 or swap for 3 Nintendo games. Please ring Fannick 602008 ask for Grant

AMIGA GAMES for sale, Swiv, Powermonger, Turrican 2, Lotus, Loom, Battle Command, Supremecy, Space Ace, £10 - £12 each or £65 the lot. Telephone Darren on: 0743 354095 after 5pm

SEGA MEGADRIVE with 4 games, joypad, joystick, sell for £210 or swap for Amiga 500 with powerpack and modulator. Phone: 051 424 2526 ask Neil after 8pm

SEGA MASTER SYSTEM games for sale from £15 - £20.Such as Altered Beast, Double Dragon, Cyber Shinobi. Phone Matthew on: 358 0793

SEGA MASTER SYSTEM for sale, with 3 games, light phaser, extra rapid fire unit, joypad. £110 ono. Telephone Matt: 0533 884879

COMMODORE 64C light fantastic pack, hardly used, still boxed with well over 100 original games, 2 data cassettes, worth £600+. Sell for £200. Ring Hidden 5263785

GAMEBOY for sale, 4 games, including, Turtles, Balloon Kid, Mario Land and Fortress of Fear. Sell for £80. Call David on: 0664 500876

AMGIA GAMES for sale, Monkey Island, Powermonger, Armagedon, £15 each. Call John on: 0782 825784

NES for sale, with 10 classic games, Megaman 2, Super Off Road, Castlevania and Lifeforce, Sell for £190 ono. Phone Stefan on: 0742 553516

ATARI LYNX still boxed, includes mains adaptor and games, Roadblasters, 2 months old. All for £100 ono. Phone Max on: 0676 535041

SPECTRUM +2 3 joysticks, lightgun, books, £500 worth of software including Turtles and Narc. Sell for £170 ono. Phone James on: 0895 635623 after 5pm

FOR SALE Atari 1040 STFM with extra diskdrive, mouse, joystick, and various software, both games and business. £225. Tel: 0384 214418 after 6pm

SCART NINTENDO SUPER FAMICOM for sale with 4 games, Super Tennis, Final Fight, F-Zero and Mario Bros, Sell for £270. Includes 2 joypads. Or will swap for Scart NEO-GEO with 1 games. Tel:081 969 9251

PC ENGINE PAL + 9 games, joypads and 4 player adaptor, games include, Power Eleven Soccer, Chase HQ, etc. Bargain £195 ono or exchange of Megadrive and games Telephone Sheffield: 0742 456382

SWAP £550 mountain bike + Lynx with 1 game for Super Famicom Pal with 2 or more games. Please contact Terry on: 0203 395358

COMMODORE 64 games, 100+ for sale, Narc, Golden Axe, Turbo Outrun, etc. Also power unit, dustcover and 5 manuals. Will sell for £80. Please contact Gavin on: 0708 749025

SEGA MEGADRIVE for sale with Wrestle Wars and 1 joypad, £120. Tel: 0257 265663 ask John Joe

SEGA MEGADRIVE PAL runs all carts, with 14 great games, including Super Shinobi, Super Hang-on, Eswat, Strider, Afterburner 2, Rambo 3 and Populous. Absolute gift at £260. Phone Graham on: 0282 611678 evenings

WANTED Flight sim for ST, will pay reasonable price. Phone Lois on: 081 682 3146

SWAP Atari STFM Games - Golden Axe, Ninja Spirit, 3D Soccer and Future Bike, for just 2 good games, I'm into beat 'em up games. Eg. Double Dragon 2, Panza Kick Boxer, Toki.Swap just 2 of your games for 4 of my games. Tel: 801 3293

GAMEBOY for sale, 3 games, Mario, Golf, Tetris, 2 player lead, all boxed with a pouch. £85. Phone Nick: 0737 551775 after 5pm

AMIGA GAMES from £5-£15 all mint condition, including Singes Castle, Kcik Off 2, chuck Rock, F29 Retaliator. Phone Chris on: 091 581 7610 between 6-7pm

SPECTRUM 128+2 with games £70. Tel: 0707 332260

MEGADRIVE GAMES for sale, including, Rambo 3, Super Thunderblade, and Altered Beast, Sell for £15 each or swap. If interested, contact Min on: 0223 329621

SWAP Commodore 64 with 140 games, 3 joystick worth over £300, for a Sega Megadrive with at least 2 good games. Contact David on: 0532 637077

AMIGA A500 for sale, includes 1 meg upgrade, double disk drive, golden image mouse, 2 joysticks and over 100 games. Good condition, will sell for £500. Ring: 367 4624

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THE MICROSELLS cont.

AMSTRAD games for sale, £1 and £3. Phone Andy for details on: 0227 722516

SWAP ZX Spectrum+3, with lightgun, joystick and over 100 titles, for a Gameboy with WWF Super Stars and Mario World, Call Andrew on: 061761 7249 after 6pm

COMMODORE 64 (new model) in excellent condition, with data cassette unit, good quality joystick and 64 games, Only £85. Tel: 0703 782002 after 4.30pm

SPECTRUM +2 with printer, mouse, lightgun, many games including Turtles, + Artist II, loads of magazines. £195 ono. Tel. Mark on: 0946 832797

SWAP Nintendo Teenage Mutant Hero Turtles for Ducktales or Super Mario BrosII. Phone Euan Kennedy, Blairgowrie (0250) 4652. After 4pm.

SPECTRUM 48K+ with power pack and leads £30. Phone after 5pm 0763 248564

FOR SALE Spectrum +2A, 3 joysticks, lightgun, leads, books and £500 worth of games including: Nark, Turtles, Robocop 1&2, very good condition. 18 months old £170 ono. Phone James on: 0895 635623 after 5.30pm

PC ENGINE joypad £30 ono. Phone. Andrew: 783 7765

48K/128K SPECTRUM software, 50 games including top titles - Chase HQ, Hard Drivin, California Games, £35 for the lot or £1 - £5 each. Phone: 0763 248564 after 5pm

SEGA MASTER SYSTEM+ with 8 games, + joystick, £120 ono, boxed as new. Phone: 0745 832206

AMSTRAD CPC 464 with monitor and joystick, games worth over £200, sell for £250 ono. Tel: 725256 ask for Joe

MEGADRIVE UK Version, with 5 games including, Sonic, Populous, all boxed as new £150 ono + Nintendo Gameboy boxed as new, 4 games, case, gamelight £90. Sell the lot for £220, offers welcome. Tel. Adam (0823) 321970

BRAND NEW Commodore 64, still boxed, datarecorder, 2 joysticks and a selection of games for £150. Tel. Stuart on: 0235 815592

WANTED Gameboy to swap with Commodore 64, or buy for £20. and throw in stereo cassette deck and amplifier. Call: 0223 316896 for write to: 47 Akeman Street, Cambridge, CB4 3HE

12 SPECTRUM MAGAZINES all in good condition, £10 for the lot or £1 each. Phone: 0763 248564 after 5pm

AMIGA GAMES 40+, all originals, boxed as new. Including Wings, Shadow of the Beast II, Operation Stealth, 3D Construction Kit, etc. Prices from £5 - £15. Phone. Seaham 581 7610 between 6-7pm

ATARI ST games, 17 titles, including: Lost Patrol, Xenon II, Floods, Robocop II. Phone: 081 858 4816 between 5pm - 7pm, ask for James for full details on games and prices

SEGA MASTER SYSTEM 4 games including Afterburner and Altered Beast, 2 joypads and 2 games built in + power adaptor, 771 3506

AMIGA originals, £10 each, Skidz, F29 Retaliator, Forgotten Worlds, Batman, Weird Dreams, Indiana Jones Last Crusade Adventure, Chambers of Shaolin, Dynamite Ducks, Blood Wych. Buyer must collect. Phone: 081 399 4358

SWAP Sega Megadrive TV version, with 6 games including Sonic Hedgehog and Revenge of Shinboi + Japanese adaptor to play japanese games for Super Famicom (PAL), with any amount of games, and preferably 2 joypads. Ring Matt on: 0744 26914 anytime during the day.

RBM PC GAMES for sale 5.25 inch disks only, games include, Vodoo Camp, Robocop, Turtles, Turbo Outrun, Fire and Forget 2, Lombard RC Rally, Naroo Police. Sell for £5 - £12 or a bargain at £70 or swap for Gameboy. Phone: 04027 50786 ask for Wesley

PC ENGINE PAL with 3 games and stereo booster, 1 year old, £150. Also Amstrad CPC 464, with green screen, 100 games £100. Tel: 0705 677056 ask for David

ATARI 1040 ST, new mouse, joystick, over £400 worth of software, including many new titles such as Secret of Monkey Island, scart leads, blank disks, all in very good condition. Sell for £300. Tel: 0763 87333 ask for Thomas

ATARI LYNX power supply, comlynx + 4 games including Crimeworld and Gauntlet, all still under guarantee £100. Tel: 0763 87333 ask for Thomas

COMMODORE 64, mouse, games, £130. 1514 two disc drive, games, £130. Reset cartridge, £20, LC10 colour printer, £120. C64 games, £3, disc games, £8. Lynx, games £70. Megadrive, games, £130, Megadrive carts, £10 - £20, everything boxed, phone Leigh - 0932 568275

THE MICROSELLS cont.

SPECTRUM +2 for sale "007 Action Pack" with light gun + owners manuel still boxed. In good condition. Lots of games including T.M.H. Turtles, Silk Work, Double Dragon, Dizzy and James Bond + more. Only £50. Tel: 0398 6269

SPECTRUM +3 with over 200 games, good condition. For £150 ono. Phone Bracknell 53732

MEGADRIVE and 7 games for sale includes Eswat, Golden Axe and Lakers Vs Celtics. Also control pad and joystick. Worth £450 sell for £300 ono. Phone Stourbridge (0384) 376728

GAMEBOY wanted to swap games with. For my list of latest titles including Simpsons, Choplifterz, Home Alone plus more. Send S.A.E. to C. Briggs, 106 Bromley Heath Road, Downend, Bristol

GAMEBOY boxed with case, headphonse and Tetris £50. Sega Master Systme three games. Mickey Mouse, R.C, Grand Prix, Alex Kidd £90. Both in excellnt condition. Phone: (0296) 641471

WANTED Gameboy WWF, , will swap for Parodius, no swap back. Phone Lee on: 0259 215834

SPECTRUM +2 128K + £390 worth of games, + Sega Master System with 4 games, Nearly new, swap for an ST 520 with a few games. Phone: 0532 852923

JAPANESE MEGADRIVE plays all games, 1 joypad, infra red joystick, 4 games - Fatman, Populous, Shinobi, Mickey Mouse. Good condition, boxed £220 ono. Tel: 0695 50810 between 6 -7pm. Will swap for an Atari Lynx with games.

COMMODORE 64 for sale with at least 20 games, 2 joysticks, tape cassette recorder. Going cheap at only £65. 6 Epson Drive, Ipswich.

AMIGA 500 almost new, still boxed, half meg upgrade, mouse, joystick, loads of software. Real bargain at £400. Phone Lee: 0924 261941

FOR SALE 1040 STFM Computer, mono moniator, image scanner, lots of games + utilities, multiface ST, blitz turbo. Make me an offer. Call Jamie on: 0522 788932

CPC 464 + games and lightgun, lightpen over £250 worth of games, mostly new. Worth £700 Sell for £400. Phone Warren : 0533 768765

BOXED COMMODORE 64 new style, includes 32 games, datacorder, 1 joystick, and music makers £95 ono. Contact Jeff after 7pm on: 0705 733636

AMIGA 500 + upgrade, 14" hinari colour TV, over £500 worth of software, 4 player adaptor, 3 joysticks, + extras worth over £1000, biggest bargain only £430. Call 081 316 1041

SEGA MEGADRIVE for sale price £120, 4 games included. Tel: 0742 661793 anytime after 5pm ask for Matt

AMIGA 500 TV Mod, mouse, joysticks, loads of games, all varieties, 2 business packages. Worth £750, will sell for £350 ono. Tel Matthew on: 0978 852449

JAPANESE MEGADRIVE Pal version, with 3 games, Battle Squadron, Mickey Mouse, Sonic the Hedgehog. £110 ring: 0228 513355 after 3.30pm

FOR SALE Commodore 64, 2 joysticks, and disk drive all for £150 ono. Tel: 061 445 9942 after 3pm and ask for Val

NINTENDO SUPER FAMICOM scart version, unwanted gift, 11½ months guarantee, 2 top games, Final Fight and F-Zero. £250 ono. Please Carl on: 081 903 8066

MEGADRIVE games for sale. Sonic the Hedgehog £23.99, Super Monaco GP £22.99, Super Shinobi £22.99. Phone: 0273 842347 ask for Ashley

C64C for sale, 2 joysticks, loads and loads of games, over £500 worth. free machine, datarecorder, worth about £700. Sell for £150. Contact Wayne on: 0484 643799

AMSTRAD CPC 6128 DISKDRIVE +1 joystick and tape recorder, colour monitor + colour TV, over £100 worth of games. All for £250 ono. Ring: 281267 ask for Carl

SWAP brand new Gamegear, new, boxed, for PAL Megadrive (+1 game) or Pal PC Engine (+ 3 games) or sell for £95. Tel: 0984 32209 after 6pm

AMSTRAD CPC 464 with 86 games, very good condition, joystick, only £100 or swap for Megadrive. Phone: 0382 84483

AMSTRAD CPC 6128 diskdrive, monitor + joystick + books, over £100 worth of games. Very good condition. All for only £250 ono. Ring: 0245 281267 ask for Carl

HANDHELD PC ENGINE for sale £150. Contact: 0533 532591 or after 8pm 763508

SCART SUPER FAMICOM for sale only £175. Contact Rupin after 8pm 0533 763508

THE MICROSELLS cont.

SEGA MASTER SYSTEM good condition, 5 games, 2 control pads and gun sell for £100 or swap with Gameboy and game. Tel: 081 693 4779 ask for Peter

SEGA MASTER SYSTEM for sale comes with Submarine Attack, California Games, and Great Golf also has 2 built in games, comes with light gun and 2 joypads. Sell for £80. Phone: 0689 800263 quick and ask for Ray

NINTENDO GAMEBOY for sale £90 ono. Includes Super Mario, Batman, and all stuff with the regular pack. Phone Woking 0483 770283 after 4.15 pm

GAMEBOY GAMES to swap , WWF Superstars, Teenage Mutant Ninja Turtles, Baseball - american version, other good Gameboy games. Tel: 0444 247074 ask for Andrew

SWAP Blank Man for Bubble Bobble or any other good games. Phone Lee on: 0670 355567

SPECTRUM buster action pack for sale including £350 worth of software. For only £145. Phone Alan Reed on:727574

SEGA GAMEGEAR Wonderboy, Super Monaco GP, Power Supply Unit. £90 ono. Phone Alex on: 081 590 6099

SPECTRUM +2A on offer, perfect condition, over 100 games and light gun. Sell for £100 Tel: 9862879 (Waterbeach) This is a brilliant offer!

MEGADRIVE GAMES Desperately wanted - Alien Strom, Sword of Vermillion and Electronic Arts Ice Hockey. Swap for Altered Beast, Revenge of Shinobi, Forgotten Worlds, Eswat. Phone Matt on:0744 36914 anytime. Will not buy, only swap

FOR SALE Atari Lynx + 4 games, mains adaptor and carry case. Games -Rampage, Slime World, Paperboy and Blue Lightening. Worth around £250, Sell for £150 ono. Tel: 0206 251081

RADIO CONTROL RS Codsworth, ready run + hornet, swap for Commodore 64 + disk drive.Will sell to highest offer. Phone: Canterbury 465717 ask for Justin

SWAP Megadrive Scart for your Megadrive Pal. Swap UN Squadron on the Amiga , for a good Amiga game. Call: 071 607 3973 or 071 607 4001

FOR SALE Atari 2600 with 25-30 games, 1 joystick and leads, accept £50-£60 ono. Please ring Lee on:0670 355567

SEGA GAMEGEAR with 4 games - Super Monaco GP, Mickey Mouse, Shinobi,Columns and an adaptor. Only £155. Phone: 081 300 9836 after 5pm

FOR SALE PC Engine GT Handheld, with 23 games, boxed as new £400 ono. If interested Contact Sam on: 081 310 7285 South East London

AMSTRAD CPC6128 for sale, includes colour monitor,light pen, 11 disk and 30 tape game + 21 Amstrad mags, spare disks and computer desk. Just for £400. Ring:081804 7794

SPECTRUM 128+2 2 years old, excellent condition, 30 games and programming mags worth £200. For sale £70. Phone: 081 961 2089. Call Richard after 5pm, weekdays and Sundays

MEGADRIVE with 6 games £160. Gameboy with 5 games £100. Both for £230. Or swap both for Super Famicom Pal version. Phone: 091 234 3750

NINTENDO games for sale Clue Clue Land, Stealth AFT, Balloon Fight, aslo NES map, hand controller. Ring Michael on: 0539 727643

AMSTRAD games, over 50 games for sale, including Batman, Ghostbusters 2, Star Wars, Dungeons and Dragons. From £1.Ring Michael on: 0539 727643

AMSTRAD CPC464 colour monitor, boxed and in very good condition, joystick over £300 worth of games. £350 ono Tel: 0329 47261

AMSTRAD Computer tape deck games for sale, over 50 top title games, including Afterburner and Shadow Warriors. Telephone Andrew on: 0444 247074

SEGA MASTER SYSTEM for sale including 8 games, joystick, and light gun. The lot for £140 ono. Call Chrison: Milton Keynes 0908 367236

SWAP Scart Famicom with 2 games, for a NEO-GEO with 1 or 2 games. Phone 0734 874721 ask for Andy

SWAP Radio control car with controller, open charge ball batteries, 2 7.4 volt batteries, 4 rechargers worth £280. For Famicom with 2 games. Phone: 0908 367236

WANTED Amiga 500 if necessary no games and no accessories, Phone: 0531 2129 after 4.30pm Monday - Friday ask for Simon

ATARI 1040 ST New mouse, joystick, over £400 worth of software including many new titles, scart lead, blank disks, all in very good condition. Sell all for £300. Tel:0763 87333

DIAL-AN-AD NUMBER

0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

DIAL-AN-AD-NUMBER

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

COMMODORE 64, tape deck, joysticks, £400 worth of games, must fully serviced. Ring 0484 667218 after 6.30pm

AMSTRAD CPC 6188, in excellent condition, full colour monitor, printer, diskdrive with £200 sorth in games including, ABP, Dragon Spirit, Hard Drivin, S-Bots, Toobin worth about £800, sell for £475 ono. Interested - 081 668 7464

COMMODORE 64 + 1541 disc drive, tape deck, 2 backup cartridges (inc expert), 2 joysticks, loads of software and magazines! £200 the lot! Call Mikey Golinourgh (031) 555 2695

NINTENDO GAMEBOY boxed, mint condition. 13 top titles, includes 2 player lead and headphones. Worth £370, sell for £190 ono. Tel: 0843 69448, ask for David. Games not sold separately, money only, no swaps

ATARI STFM, good condition, £150. Remote car, unused, brand new £55. Nintendo 8-bit, 4 games, £70. Star LC10 printer, perfect £75. Pal PC Engine, 4 games, £85. For details to : R K, 4B currents Lane, Harwich, Essex.C012 3DE. Also Amstrad 464. (no monitor), hince £50.

MEGADRIVE (PAL) runs all games, 1 joypad, 1 arcade pwer stick. Games - John Maddens, Lakers Vs Celtics, Wrestle War, Thunder Force II, Strider, Golden Axe. Still boxed worth £380. Sell for £260. Ring John and Jay on 081 672 3002

MEGADRIVE GAMES Gynoug, Darius II, £23 each. tiger Heli, Strider £24 each. Also Midnight Resistance (Cart only) £10. Tel: (0225) 316 796

BRAND NEW PC Engine GT, unwanted gift, with 4 games and mains adaptor. £200 ono. Tel: 0773 541938 after 6pm

FOR SALE, Commodore 64 with datacassette, 1541 disk drive, printer interface, 3 joysticks, thousands of games, whole package worth over £1,000. Will sell for only £200!! Phone Robin on (0327) 62126, anytime except weekends.

BOXED SEGA MEGADRIVE UK version + all leads etc. 4 games including Sonic The Hedgehog, Star Control, Monaco GP and Fortotten Worlds, also Japanese convertor. Only 2 months old. £220. Tel: Neil: (0604) 863833

GAMEBOY & following games for solae, Double Dragon, Tennis, Boxing, Golf, Funny Field, Spiderman, Maerican Football, Baseball, Mario, Chessmaster, Tetris also lightboy and carry case £150 ono. 0342 717155 ask for Jerry

AMSTRAD CPC 464, green monitor, modulator, joystick + 68 games, excellent condition £250. Remote control monster beetle, good condition £150 or will swap both for Super Famicom and at least 4 games. Ring Daniel 0443 816974

SEGA MEGADRIVE, official version, boxed, sill under guarantee with 15 games including John maddens, Mickey Mouse, Golden Axe, Revenge Shinobi, Populous, Strider, Phantasy Star 2, Moonwalker + 2 joypads and japanese convertor £450.00. Northern Ireland area. Phone John 0846 670787

AMSTRAD CPC 6128 disk, colour monitor, games, joystick, tape player & lead manual £380 ono. Ring Dan on 081-778 7622 after 5.30

NINTENDO NES, zapper, controls advantage joystick, SMB and Duck Hunt £100. Plus games - Simons Quest, Robocop, Lifeforce, SMB II, Radracer, Gumsmoe £100 the lot or £20 each. Tel: Joe on 0625 434266

GAMEGEAR, games wanted to pay tup to £10. Games wanted Psychic World, Golden Axe, Rainbow Island, Baseball '91, Super Golf, Super Monaco GP, Dragon Crystal (USA), Hastle Golby. Write to: Lucas 8ch. des peuchers, 1222 Vesena Z, Switzerland.

AMIGA 500, 1 meg over £1200 worth of games, joystick, mouse mat, disk box, index box, 20 blank disks, 20 demo disks, all manuals included wtill in box woth over £1600 sell £450 phone 665 7265

SWAP Sega Megadrive brand new with 5 great games, joypad and Spectrum +3 with 10 games, for an Amiga or Atari ST. Please contact or write to Simon Saunders 7 The Park, Harwell, Oxon OX11 0HB

C64 GAMES for sale - Turrican II, Navy Seals, Int 3D Tennis + many more, prices £1 - £3.50. SAE for full list ot P.Hale, 6 Millfield, Bedlington, Northumberland, NE22 5DZ

SPECTRUM 128K + 2, in very good condition, lots of games + joystick for only £100, tel: (0905) 428592, Worcester

C64 games sale 50 games between 50p - £5 Include - Operation Wolf, Outrun, Manchester United. Daniel, 28

THE MICROSELLS cont.

Winchester Road, Bromley, Kent. BR2 0PZ

FOR SALE Sega Master System +2 joypads and Alex Kidd £45. also Op Wolf, R-Type, Golden Axe £10 - £20. Phone 081 - 205 4121

MEGADRIVE excellent condition, plays UK + Jap games, joypad, powerbase convertor, 9 games including Super Shinboi, Hellfire, Thunderforce III, Super Monaco, Fat Man, R-Type + Sega book and mags. Sell for £250, Phone Andrew 0602 500546.

C64 for sale £200 worth of software, joystick, magazines, lightgun with 10 games will spilt lightgun, worth over £395 bargain at £150 Tel: Simon 0684 563712

SEGA MEGADRIVE games to be swaped mainly Golden Axe, Ghouls & Ghosts, Moonwalker, Altered Beast + magazines for sale C&VG dating back to 1988. 0703 463716 ask for Michael

SUPER FAMICOM PAL boxed and guaranteed includes Final Fight, Mario, Actraizer, Super R-Type, Sell for £350 or swap for NEO GEO + 1 or 2 games. Phone 0306 885608 ask for Robert

FOR SALE Gameboy games fo sale £20 each packaged and instruction, Ninja Boy, King of the Roo, Tennis, Spiderman Tel: 332 7736

WANTED Commodore Amiga, wanted to pay around £200. Call 0223 316896 ask for Wai

FOR SALE and swap C64 games, all latest titles prices very low no SAE needed, just send for list to Nick 58 Drayton Crescent, Crew, Cheshire, CW1 1YH

FOR SALE Amstrad CPC 464, green monitor, modulator, printer, joystick and over £500 of games, contact: Liam on 0270 587641

EVERYBODY I'm enquiring about any wrestling games or Golden Axe for Amstrad CPC 464 tape, will swap any other games. Please ring Gallon Sheppard on 0844 216732

SPECTRUM +2 with over £200 worth of software, £150 ono contact Nick on 0898 605921

SWAP Pal Megadrive, runs all carts, 8 games including Hellfire, Forgotten Worlds, Wrestle Wars, swap for Pal Super Famicom with 2 or 3 games like Final Fight or Mario 4. Ring Steve on: 081 531 6793

FOR SALE Amstrad CPC 464, with colour monitor in excellent condition, with £400 worth of games, heap of magazines. Worth £700, for quick sale £175. 10 Clover Court, Newton Hill, Stonehaven, Kincardinshire, Scotland. Tel: 30056

AMSTRAD CPC 464 with colour monitor, excellent condition, £400 worth of games, £100 worth of magazines, for quick sale £175. Tel: 0569 30056

SWAP Pal Megadrive runs all cartridges, 8 games including Hellfire and Wrestle Wars. Swap for Pal Super Famicom with 2 or 3 games like Final Fight or Mario 4. Ring 081 531 6793

ATARI ST games, 24 titles boxed, + 16 titles unboxed, including Dungeon Master, Microprose Soccer, Falcon, Blood Money. Sell for £100 or swap for NES or Gameboy games. Tel: 0664 424561

SPECTRUM +2 for sale with mouse, art package, over £200 worth of games, including Robocop, Operation Thunderbolt and The In Crowd + 34 magazines. Sell for £155 ono. Tel: 0902 723718

WRESTLING any £4.99 or £3.99 wrestling games, for C64, I'll swap Last Ninja, Battleships, Kick Start, Ghostbusters and Big Trouble in Little China. Ring: 6793451

NINTENDO NES + 10 games, Batman, Turtles, Double Dragon II, Megaman + others. Bargain £200 ono. Phone: 06282 822315 ask for Steven

SWAP Spectrum 128K +2, with joystick and interface + over £200 worth of games. Swap for Megadrive. Will sell for £95. Phone: 061 9454688 please phone after 4.30

NITO 4 wheel drive radio control car, very good condition, rechargable batteries, battery charger, the lot. £30 a bargain. Tel: (0484) 605688 (West Yorkshire)

COMMODORE 64C boxed, 2 tape decks, light gun, brilliant joystick, manual, music program, construction kit, lots of other games, Turtles, Robocop, worth £350.00. Good value, £190 ono. Contact : Anjam 021 701 4780

COMMODORE 64 in original box, new model, 2 tape decks, light gun, arcade joysticks, lots of top ten games including Golden Axe, Turtles, Robocop £170 or swap for good condition Amiga. Phone: 021 701 4780

SPECTRUM +2 128K, lightgun, 100 games, mags, Demos, joystick £110. Ring: (0274) 878754

THE MICROSELLS cont.

ATARI LYNX bargain with accessories and kit case also comes with 4 games including Blue Lightning, Rider, Cost £220 sell for £170 ono Phone Tim on 02406 5466

AMIGA sound sampler and midi interface for sale. Boxed with software and instructions. Only £50 ono. Tel. James: 0202 824945

AMSTRAD CPC disk drive, around 30 games on disk, colour monitor also used a TV, swap for Megadrive + games or sell for £175. Phone: 0306 885869 ask for Nick

SEGA MASTER SYSTEM for sale boxed, only 6 months old, 4 games including - Golden Axe, Wonderboy 3 and 2 other top titles. Ring Stu after 5pm on: 0422 845114 (Yorkshire)

HEY YOU! Yes you, I have a Sega Master System with 2 top joysticks, 4 top games, and its all going cheap for £100. So call me on: 0422 845114

WANTED Nintendo Gameboy with 1 or 2 games, must be in good condition, Phone: 08687 58570

WANTED Second hand PC Engine, in good order with 2 or 3 games, will pay up to £80. Phone: 08687 58570. Ask for Ken

SWAP Excite Bike, Super Off Road, Cobra Triangle, Simons Quest, Skate or Die for the NES. 1 for 1. Or I will swap 3 for 2 on the Gameboy. Ring Paul on: 0637 877237 after 4pm weekdays

NINTENDO GAMEBOY for sale with 15 games, lightboy, very good condition £150. If intested. Ring Luke Borge on: 081 789 8651

MEGADRIVE for sale with 5 good games, or swap for Amiga. Phone: 0793 723330

C64 with 10 games, £100, Atari 2600 console + 10 games £25. Tel. Andrew on: 0322 383277

AMIGA 500 for sale + 1/2 meg upgrade and second external drive, + 300 games, fully boxed etc. Only £450. + 4800 band modem £130. Call: 081 399 4358 for details

PHILLIPS high resolution colour monitor, mint condition, only 2 weeks old, worth £300 but sell for £200. Ask for Zekky on: 081 367 4077. Hurry!

COMMODORE 64 for sale, with cassette unit, 2 speedking joysticks and over 200 games including: Turrican 1 and 2, Stunt Car Racer and Speedball.Together worth £1200 all going for £200 ono. Phone: 0344 882287

COMPLETE SPECTRUM SYSTEM. Spectrum 48K, + keyboard, microdrive with interface, cartridges, ZX printer, £250+ worth of games, joystick and interface, all leads, manuels, books and magazines also black and white television. £145 ono. Call: 021 706 0957

COMMODORE C64 (boxed), excellent condition, light fantastic pack, also £350 worth of games (cassettes), also some demos, 2 joysticks. Altogether worth over £500. For quick sale £150. Call Stephen: 061 494 1498

PC ENGINE for sale with 10 great games, PC arcade joystick, 5 player adaptor and joypad, boxed as new £320 ono. Tel: 0225 313834 after 6pm, ask for James

AMSTRAD CPC 6128 colour monitor, tape deck, joystick over £600 worth of games including Golden Axe, + office program, excellent condition £300 ono Tel: 0795 479456 after 7pm

AMSTRAD CPC 464, colour monitor, over 120 games, comes complete with instruction manuels, joysticks and multi face II, Price: £199 ono. Adam 081 994 7185 (Chiswick)

COMMODORE 64 computer for sale. £250 worth of software, together with 2 joysticks, 1 with auto fire, 1 without, a reset counter and games including: Robocop and Super Mario Bros. Call: 0282 843132

AMSTRAD CPC 464 for sale, with colour monitor, TV modulator, clock, radio alarm, with desk, loads of games, still under guarnatee,sell for £350 for quick sale. Tel: 0734 576055

AMSTRAD CPC 464, colour monitor TV, £100 worth of games. Altogether £120. Tel: 0530 245680 after 5.30pm

NINTENDO ENTERTAINMENT SYSTEM, for sale with 6 games including: Super Mario Bros, Duck Hunt. Robot, zapper, 2 control pads. Call: 300880. 411 Atley Old Road, V16 7DS

AMSTRAD CPC 464 for sale, with colour monitor, 50 games, 1 joystick, very good condition, quick sale £100. Tel: 0530 245680

NINTENDO for sale, with 6 games and robot, zapper and 2 control pads, still boxed, for only £120 if interested. Call: 0532 300880

THE MICROSELLS cont.

COMMODORE 64 computer for sale 20 games 2 joysticks and cassette player good condition going cheap for £80. Not fixed price, will swap for Megadrive. If Interested call Mark at Ipswitch 743391.

SWAP Super Famicom Scart and 2 games, Mario 4 and F Zero for SNK Neo Geo with games phone 0734 874721.

COMMODORE 64 boxed, new modle,micro switched joystick, lots of games including: Goldern Axe, Robo Cop. Excellent condition worth £1050 buy now and get extra tape deck. The lot £475 or nearest offer. Call 021 17714780.

BOYS RACER 8 years old, for sale £20, interested ring 330368 and ask for Jay.

COMMODORE 64 for sale 51games, tapedeck, lightgun, games including Rock and Wrestle, Mircoprose Soccer and Yogi Bear. Excellent condition worth £160 sell £150. Contact number 0282 843132.

SEGA MASTER SYSTEM for sale £90 or swap for a Game Gear, 2 joypads and 6 games including: Shinobi & Mickey Mouse. Dan Weatherby 48 Briar Road,Howard Hill, Romford Essex. Tel 72472

ELECTRON TAPES for sale 48 games. Worth £128, £50 for the lot. 20 slo work on the BBC. Phone 0492 60267 after 5pm ask for Simon.

SPECTRUM TAPES for sale all £1 each including, Out Run, Bomb Jack and many more. For more details phone James 071 251 3036.

NINTENDO NES + 8 games including: Duck Tales, Batman, Double Dragon in good condition. Cost £375 sell for £250, or swap for Super Famicom + Final Fight. Tel: 0895 621863.

SEGA MAGADRIVE joy pad, 10 games,including: PGA Golf & Sonic the Hedgehog £260 or near offer. Tel: 0923 246 393.

SPECTRUM 128K +2 with 2 joysticks, over 120 games worth £200. 40 Macs and atomatanic sudio system, all for £200. Please phone Darby on 0332 571 251.

ATARI 520 STFM with over 30 games including, Speedball 2 & Kickoff 2, 1 joystick & mouse. Excellent condition only £290. Phone 0702 353471 after 4pm & not Sundays.

COMMODORE 64 light fanastic pack, New Style, hardly used and still boxed with over 100 games, worth over £600. Sell for £200. Ring Sunderland 526 3785.

SEGA MASTERSYSTEM for sale, with 8 games including, Mickey Mouse & Goldern Axe. Mint condition, boxed as new £130 o.n.o. Please phone 021 742 4181 ask for Ant.

AMSTRAD CDC 6128 + colour monitor, printer, joysticks and lots of games & magazines. Worth £900+ will take £200 or nearest offer. Or will swap for an Amiga 500 + games. Tel: 0252 548 531.

PC ENGINE SUPER GRAPHICS for sale. With 4 games including Super Gouls & Ghosts, & Apple Ace. Only £140, also games for sale at £11 each. Ring 0685 870294.

SWAP 10 MEGA DRIVE GAMES for a Super Famicom and at least 1 game. If interested phone 081 517 2980 after 6 pm and ask for Tim.

COMMODORE 64 for sale with £130 worth of games including Turtles & Goldern Axe. £120 or nearest offer. Phone 021 550 7152.

SEGA MEGA DRIVE with joypad, japanese converter including 5 games. Straight swap for an Amiga with games ring 0703 846050 and ask for James.

JAPANESE MEGA DRIVE PAL with 9 games in great condition. Will sell for £325 or near offer, will swap for a Famicom & games. Ring Darren on 0494 678302.

GAME BOY for sale £150 with games, Tennis, Double Dragon, InYour Face, F1 + adaptor, & Paper Boy. Protective case for Game Boy and 6 games worth £220. Phone Didy after 7 pm 0252 544980.

OFFICAL MEGA DRIVE + 5 games, including Sonic, Mickey Mouse & Super Monaco. £200 or swap for a Pal Super Famicom, ring Rodney 0256 64067.

COMMODORE 64 SOFTWARE for sale. Over 65 titles including deliverence, 1 new joystick, lots of computer magazines & also 20 demos just £40. Call 0580 891977 after 4 pm and ask for James.

GAME GEAR with 1 game, Mickey Mouse, for sale. Only a few days old, around £100. Olf interested ring Armer 071 245 0974.

NINTENDO GAMES for swaping, Double Dragon II for Volley Ball, Turtles for World Cup, Mario II or Lynx for Mega Man II or Duck Tales. Sell also for £25 each. Phone 0705 864083

THE MICROSELLS cont.

SPECTRUM ZX+ GAMES, 1 joystick hardly used, 1 guide cassette £50. Game Boy games Popeye & Double Dragon for £10 each. Ring F. Gill 081 843 1227.

NINTENDO GAME BOY for sale,newby carrial & 3 great games, Spider Man, Super Mario World & Tetris. Headphones and batteries all for £110. Phone 0702 353471 after 4 pm.

SWAP AN OFFICAL MEGA DRIVE + 5 games including, Sonic & Goldern Axe, for a Pal Famicom. Or sell for £225. Call Steven on 0256 461576 after 5 pm.

AMSTRAD 6PC 464, colour monitor, quickshot joystick & £200 worth for sale. Any resonable offer phone 0234 360908 after 3 pm.

ATARI STFM with cheater starpro joystick, mouse, mouse matt, covor & over £350 worth of new software & £20 worth of magazines. For £310 or near offer phone Spencer After 5.30 pm 081 644 5496.

MEGADRIVE FOR SALE with 5 games, Super Shinobi, Sonic, DJ Boy & Twin Hawk etc. Sell for £150, phone 683 1791 & ask for Dean.

COMMODORE 64 GAMES FOR SALE over 80 top titles, including, Speed Ball II & Shadow Dancer, Joystick & 15 magazines just £50. Call 0580 891977 after 4 pm.

SWAP NINENDO SPY V'S SPY CARTRIDGE for either Gremlins II, Super Mario II or Turtles. Phone Andy on 0247 453409.

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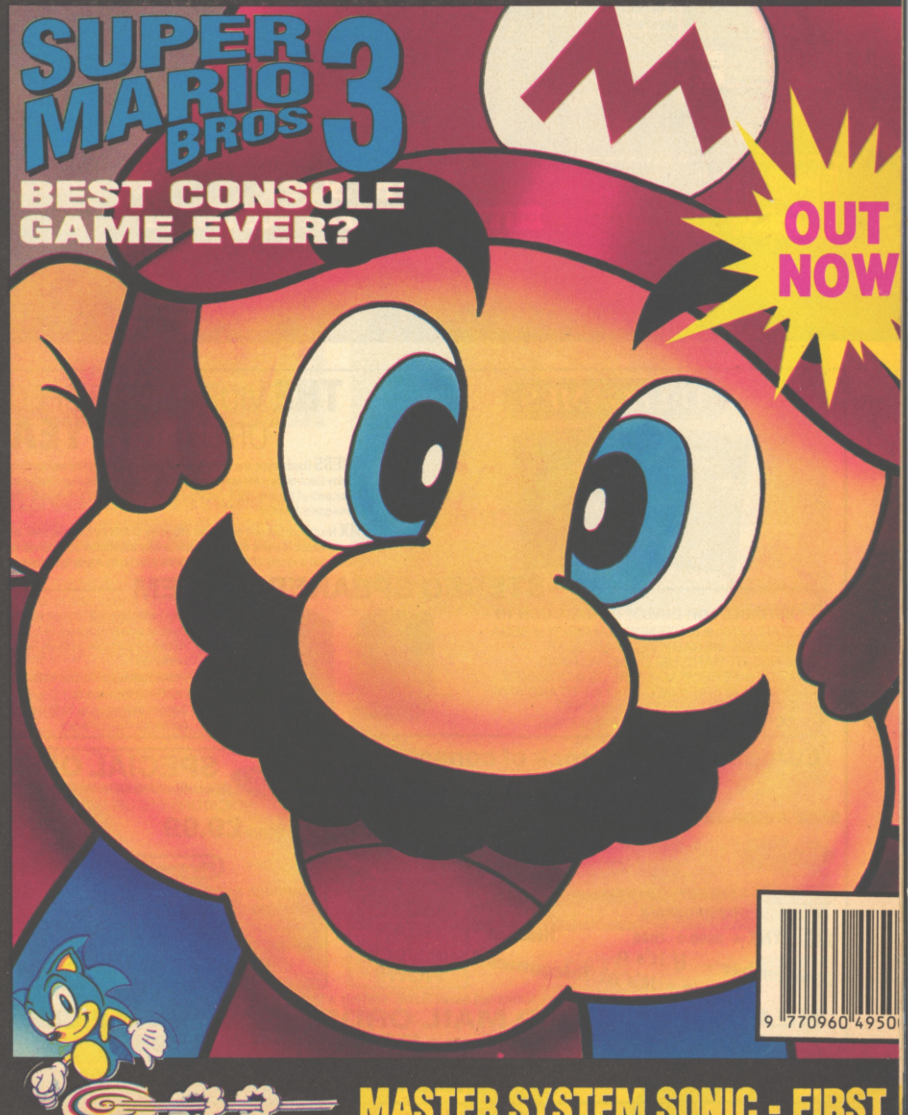

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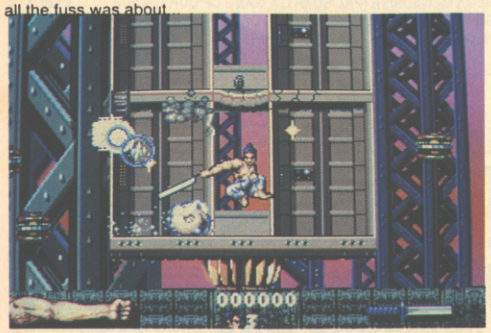
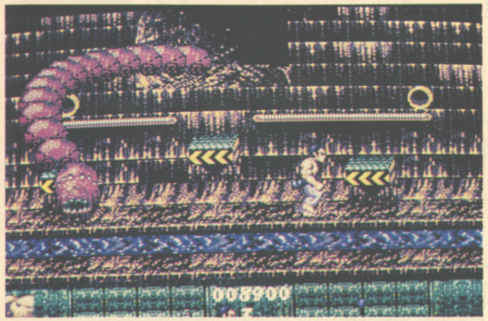
THE FIRST SAMURAI

IMAGEWORKS

First Samurai looks all set to become one of the biggest events on the Amiga this year. We sent CVG rising son **Frank O'Connor** down to Vivid Image Design to find out what all the fuss was about.

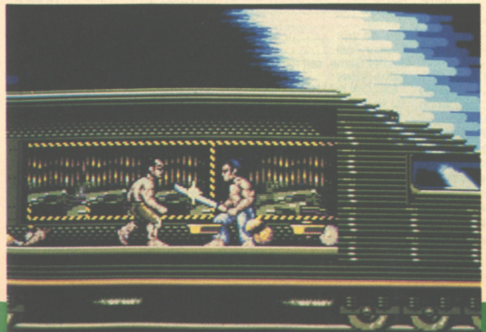




THE SAMURAI STORY

Hundreds of years ago in fuedal Japan a young warrior trained under the watchful eye of his Samurai master. His strength, skill and courage were incredible and it wasn't long before his talents as a fighter superseded that of his mentor. But he was rash, and his master began to train him in the ways of Budo: the martial code and the importance of honour. Strange times were these, magic and mystery still hung like a dark shadow over the land of the rising sun...

An evil magician, intent on conquering the land, killed our young warrior's master in a bloody and terrible battle. The evil wizard then tried to kill the young apprentice, but his prayers were answered and ancient Shinto gods hurtled the evil wizard into the distant future. The 21st century. The Samurai, now masterless, became a Ronin. A samurai with no leader and no incentive other than money and rage. He followed the dark magician to the future, seeking revenge in a land he could not understand...



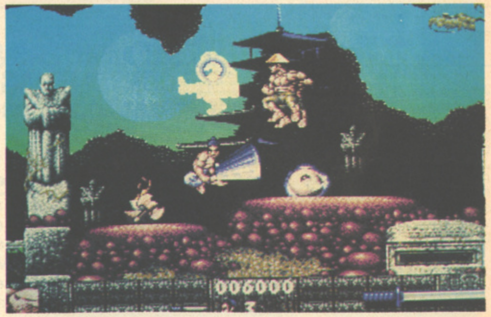
GET YOUR SWORD OUT!

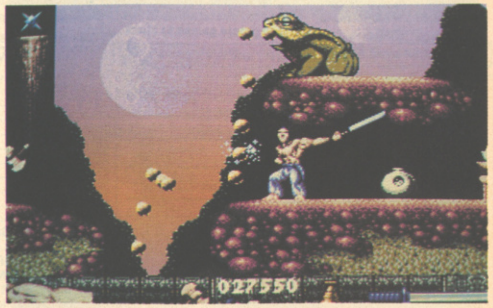
At first glance, first Samuri looks slightly similar to arcade classic Strider, and as you can see from these screenshots the graphics are looking absolutely brill!

The action scrolls in four directions and takes place in all kinds of terrain. Starting off in the Japanese countryside, you eventually make your way to the city for the final showdown with the dark wizard dude.

Your sword-swingin' samurai can perform all manner of neat tricks, including a handy reverse backswing. He can pick up weapons to aid him along the way and on occasion call up a good wizard to help things along.

If this was just a jumping slashfest it would be a potentially brilliant game, but First Samurai is a whole lot more. There are tons of puzzles to solve and lots of problems to be overcome. Strategy plays almost as big a part as the excellent violence involved. Look out for this one before Christmas, 'cos that's when it'll be doing its thing.





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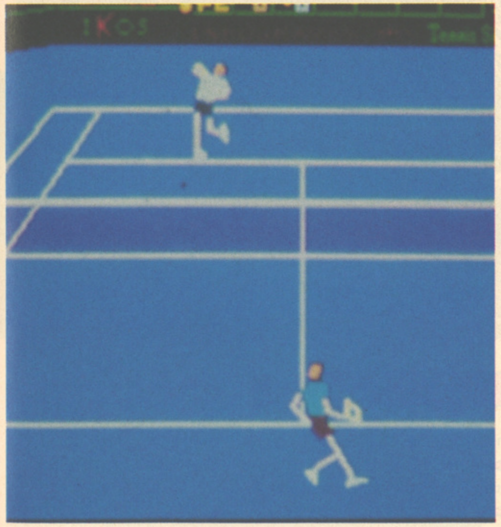
ADVANTAGE TENNIS

INFOGRAMES

Infogrames are beavering away, putting the final touches to what they hope will be the best tennis simulation available on computer, Advantage Tennis. This one or two player game offers the budding Beckers amongst you the chance to be up there with the greats, or down with the British players, depending on how good you are at whacking a high-velocity, furry ball with a piece of rounded wood. With a choice of competing in either exhibition matches or an entire Grand Slam tournament, you can either go for gold or glory - there's also a training option available if you think your racqueteering skills aren't quite up to the mark.

We saw Advantage Tennis up and running at this year's Computer Entertainment Show and, to be honest, the animation of the tennis players simply astounded us. They may look rather stiff and stilted in these screenshots but get them moving and they really are something else. A unique feature of Advantage Tennis is computer-assisted playability, which means that if you don't make a move, the computer will do it for you! Could be a winner - then again, it could become the Jeremy Bates of tennis sims...

AMIGA	DATE	PRICE
AMIGA	OCTOBER	£ 19.99
PC	OCTOBER	£ 19.99
ST	OCTOBER	£ 19.99



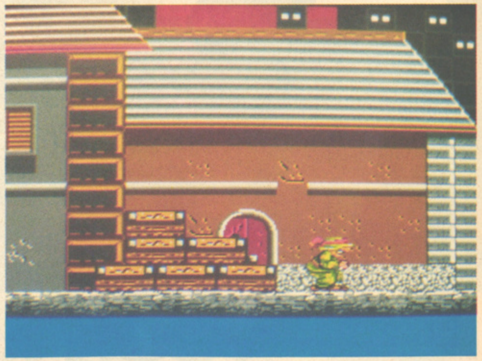
PREVIEW

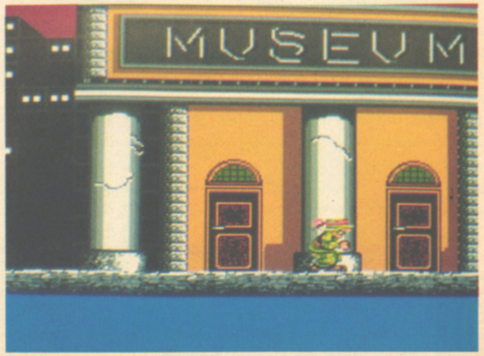
STURMTRUPPEN

IDEA

Schnell! Shnell! Achtung! And other classic war film utterances! Idea are about to unleash their new game onto C64 and Amiga soon and, although it's violent and set in the Second World War, this is one which the Germans might like!

The player controls a sausage-eating stormtrooper through six levels of Allied attack - and they're not trying to surrender! Using bombs and guns, blast a trail through the onslaught to reach the next levels. Sturmtruppen looks as though it's being produced with tongue placed firmly in cheek and, although it may not look like much judging by the screenshots, Idea reckon that the game will feature "state of the art" graphics. It'll certainly make a change, playing the Hun for once!





VERSION	DATE	PRICE
AMIGA	OCTOBER	£ TBA
C64	OCTOBER	£ TBA

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THE BLUES BROTHERS

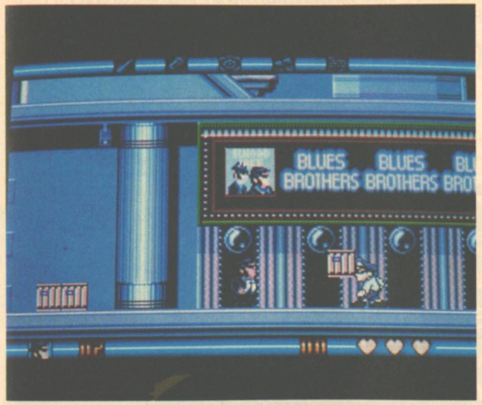
TITUS

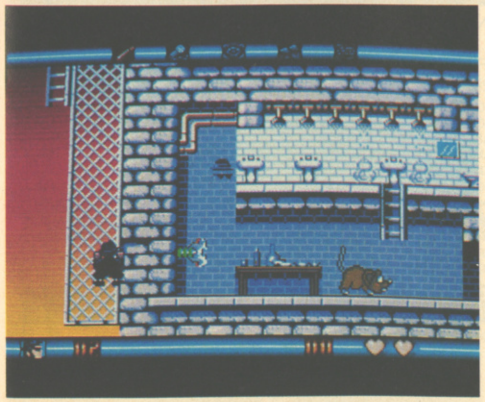
Jake and Elwood Blues: the two unlikliest brothers in the history of rock 'n' roll. If you haven't seen the movie then you must have been living in Minehead for the last forty years. The Blues Brothers are trying to get their band back together, or at least they are in the movie version.

In the forthcoming game from Titus, the Blues Brothers already have the band together, but the local sherrif won't let them play a concert. Legally, he ain't got no right to do that, but he's hidden the band's equipment all over town and it's up to Jake or Elwood to get it back - with five very important bits of musical equipment to recover through five levels.

The game bears an uncanny resemblance to the Mario series, but scrolls in four directions. The bros have the ability to leap great distances, climb wire fences and throw crates at oncoming baddies!

The most interesting feature of this release are the very accurate renditions of top quality Blues Brothers tunes. Sampled guitars and rockin' good drum riffs all add to the general atmosphere of "gettin the band together". Watch out for it around yuletide this year.





VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
NES	TBA	£ TBA
GAMEBOY	TBA	£ TBA
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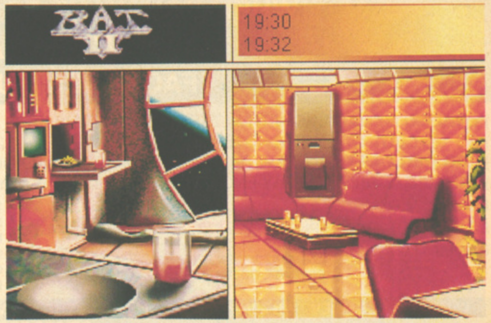
BAT II

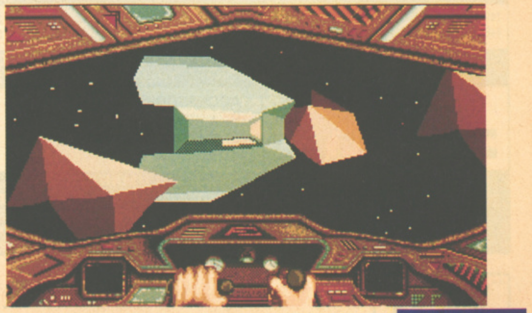
UBISOFT

If you thought BAT was good, then you may well be interested in this latest little venture into the world of sci-fi graphic adventuring. Called BAT II, Ubisoft haven't exactly gone into a coma over the title, but the same cannot be said about the features to be included in the finished version.

A 3D modelized planet system, 200 independant characters, four flight sims and a car race and even three coin-op games go to make up just a hint od BAT II, which takes place in Roma 2, capital city of Shedishan in the B8 System. You will play Jehan Menasis, with a mission to solve the murder of special agent Sylvia Hadford, previously investigating the monopoly held by The Koshan of the most precious metal available - Echiatone 21. BAT II sounds as if it's going to be an absolute cracker - watch out for a review real soon!

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
PC	TBA	£ TBA





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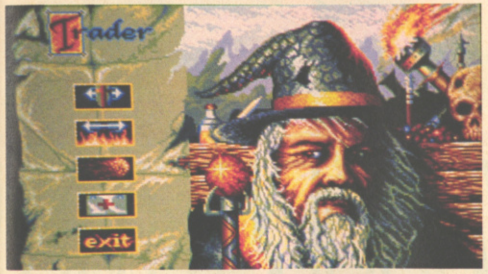
ELVIRA - THE ARCADE GAME

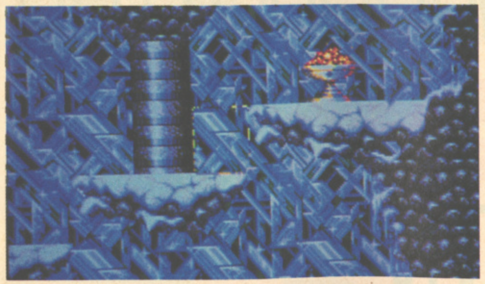
MICROVALUE FLAIR

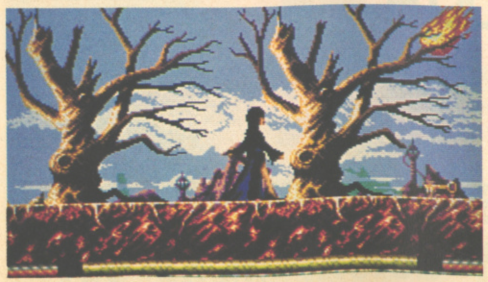
She's back! Fresh from wobbling her bulging body parts in Elvira - Mistress Of The Dark, the voluptous vamp returns to our screens in her very own arcade game! After getting roped in with a dodgy wizard, Elvira is forced to undertake a mission to retrieve his kingdom which has been overrun by all sorts of beasties. All this is simply an excuse for a three-level romp on PC and Amiga, in which the sexy siren must traverse a massive eight-hundred screens of creature-crushing gameplay. Weapons and spells are available, as is a trader who will swap spells for information and objects.

Microvalue Flair claim that their game will include omni-directional scrolling with full parallax, and boast that the Amiga version will run at thirty frames per second. Not only that, but the PC game will use 256 colours and the main sprite is made up of 120 frames of animation. Big or what? But what we want to know is - is the game going to be as accessible as the lady herself? We won't know until that disk flops through the CVG letterbox!

VERSION	DATE	PRICE
PC	NOVEMBER	£ TBA
AMIGA	NOVEMBER	£ TBA







CIVILISATION

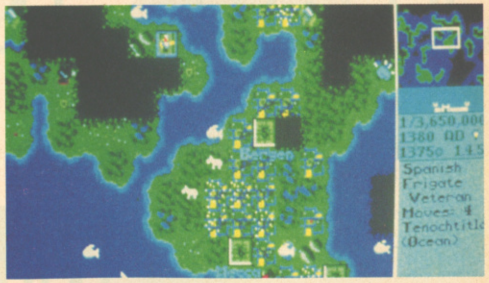
MICROPROSE

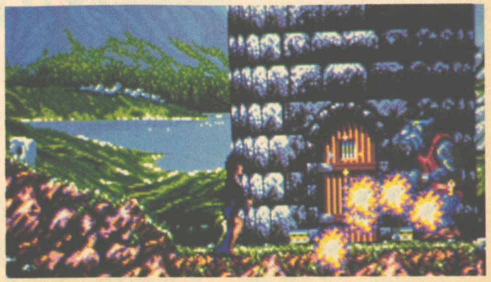
Railroad Tycoon allowed you to build a rail system. That was complex enough, but Microprose head honcho Sid Meier has decided to go one better - he's giving players the human race to control! Civilisation is the name of the game, and it promises to be Microprose's most amibitious non-flying project to date.

Starting in the year 4000BC, the player must guide a small tribe through the trials and tribulations of life, developing the race up to the present and even beyond. Civilisation will include "real" events and personalities, including meetings with such historical figures as Napoleon and Ghenghis Khan, the nuclear arms race and other magic things. Advisors will be on-hand to assist the player in his decision-making and the game can be played in the real world or computer-generated artificial maps.

Microprose are promising that Civilisation will take the creative simulation genre one step further - we'll be looking forward to viewing the finished product and seeing for ourselves whether their hopes come to fruition.

VERSION	DATE	PRICE
PC	AUTUMN	£ 39.99





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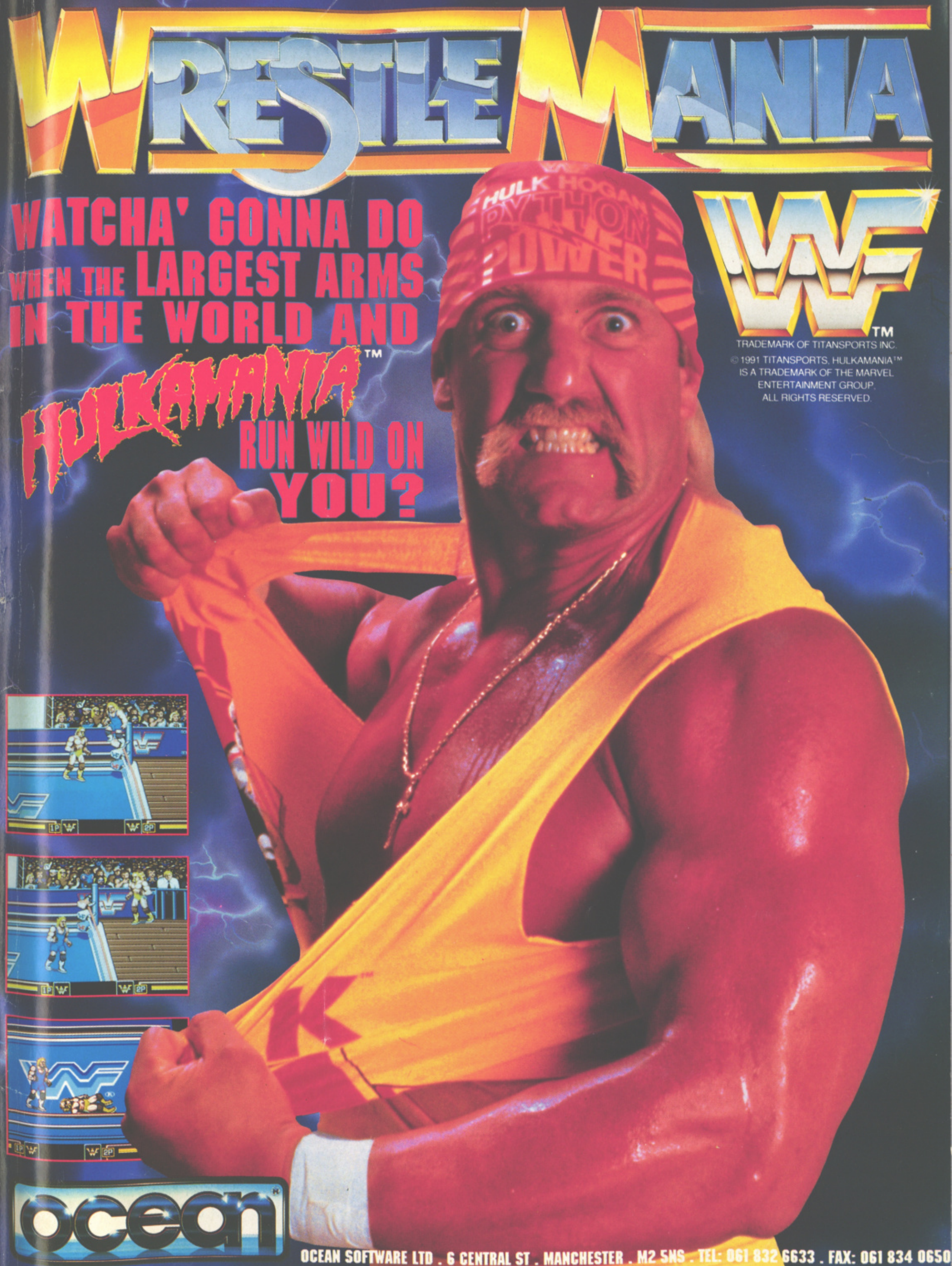
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